

GUI Programming - Assignment 1 Self Assessment Sheet 2014-2015									
Student Name:					Student No.:			Group:	
	Task Description (see marking scheme details)	Max Marks Available	Student claim	Final (Lecturer may edit claim)	Complete the section below if you have comments/issues with the task				
Assignment 1 Marks	Working GUI	25	23						
	Layouts and Panels	20	19						
	Use of images(created, displaying)	10	8						
	Image swapping works	10	9						
	Label status display works	5	5						
	Reset game works (including random)	10	10						
	Game functions to spec	10	8						
	Methods used (modularized)	5	5						
	Comments, nomenclature, indents	5	5						
	Total Marks	100	95						
			Lecturer Signature:		Graham Jordan				
			Student Signature:						