PROG2370 – Game Programming with Data Structures
Assignment 3 (Individual assignment)

Assignment 3 Marking Sheet

Name: Gyeonglim Seo

Spec	Marks
User Interface Design	20/20
Game starts with an X	10/10
Game shows winning message (ex. X wins / O wins) at game end	25/25
Game shows tie message if there is no winner at game end	0/15
When one game completes, it initializes to starting – ready to be played again automatically	20/20
X or O can only be placed in a free slot	10/10
Total	**85/100**

Deductions:

Runtime errors	15 x 0	0
Assignment Standards	5 x 0	0
Programming Standards	1 x 2	2
Late Submission	0 Days	0
Total Deduction		2

Total Marks	83
	See comments below

| Comments: | → Great looking game!
→ You don't seem to be checking for a tie condition. This is the marks that you lost for the game, which is too bad, because the game looks really great otherwise.
→ Love that you are using the same method to handle all the cell clicks!
→ You probably could have combined the cellLocations and arrPicturebox arrays into 1 instead of having to manage both. Maybe write the tag into each picture box for the row and col? Might have been easier with just one array to manage.

Deductions:
→ (P3) Remember your naming conventions. Method names, class names, public instance variables, properties all start with capital letters (-1)
→ (P20) Probably should have refactored the method ColumnClickEvent. Currently the method is setting the new image and checking for winning condition. Checking for winning condition should have been pullout out into its own method and just called from the click event (-1) |