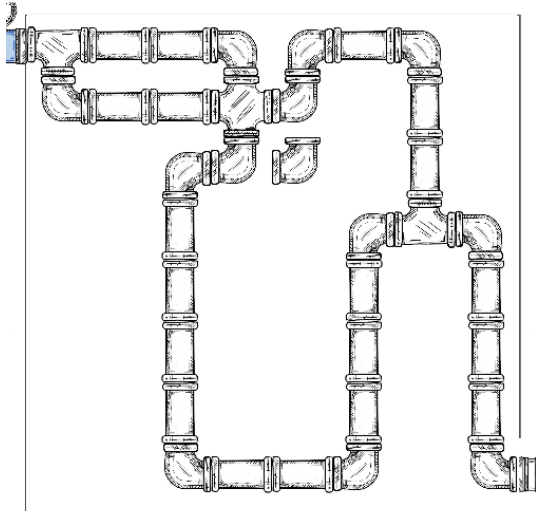# PA3 Grading Scheme

Test Map

```
[
(0, 1), (2, 0), (2, 0), (1, 2), (1, 1), (2, 0), (1, 2), (4, 0),
(1, 0), (2, 0), (2, 0), (3, 0), (1, 3), (4, 0), (2, 1), (4, 0),
(4, 0), (4, 0), (1, 1), (1, 3), (1, 3), (4, 0), (2, 1), (4, 0),
(4, 0), (4, 0), (2, 1), (4, 0), (4, 0), (1, 1), (0, 3), (1, 2),
(4, 0), (4, 0), (2, 1), (4, 0), (4, 0), (2, 3), (4, 0), (2, 1),
(4, 0), (4, 0), (2, 1), (4, 0), (4, 0), (2, 1), (4, 0), (2, 1),
(4, 0), (4, 0), (2, 1), (4, 0), (4, 0), (2, 1), (4, 0), (2, 1),
(4, 0), (4, 0), (1, 0), (2, 0), (2, 0), (1, 3), (4, 0), (1, 0)
]
```


Grading Scheme

- Load and Save Records - 7.5

- Correct Loading of Maps - 7.5

- Gaming Pane (Rotation of blocks) - 10

- Leakage and connectivity check - 20

    - Leakage - 10
    - Connectivity - 10

- Success Animation - 15

- LCD Displays - 5

- Other Details - 10

    - Preventing double open of game window - 3
    - error messages in the Login Window - 3
    - preventing crash when click "done" during animation - 4

Test Procedure

- Put the modified map file in the maps folder and compile. (-10% if your code cannot be compiled due to minor bugs)

- Check whether two game window can be opened.

- Check the error message for level selection.

- Test 1

    - Check whether the map is loaded correctly.
    - Click the circled two blocks to the status shown in the picture. Then press "done", the program should give the message "water can not flow into the outlet".
    - Check whether the display of the current steps can be correctly updated.
    - Check whether the program will crash if click done button during the animation.
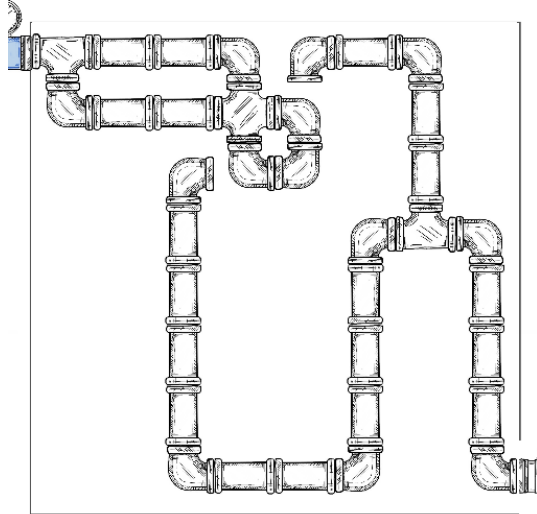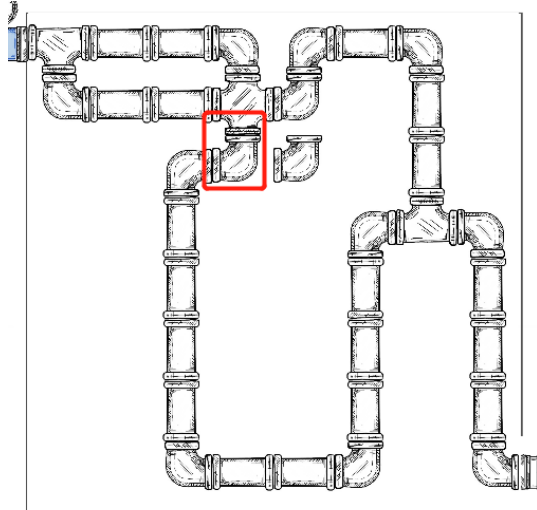

- Test 2

    - Open a new game window
    - Click the circled two blocks to the status shown in the picture. Then press "done", the program should give the message "there is leakage".
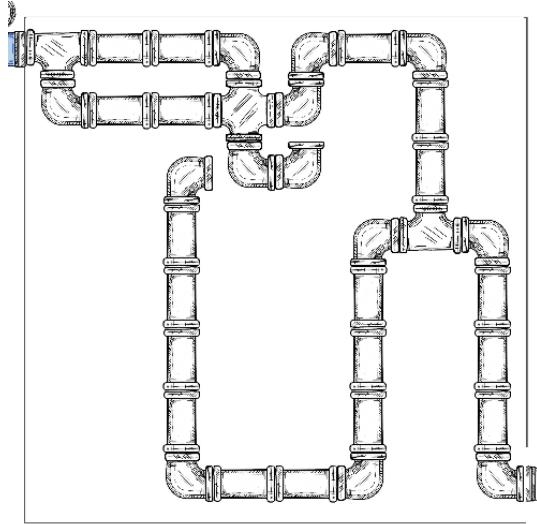
- Test 3

  - Open a new game window
  - Click the circled for 4 times and click "done", the animation should be played and the level should be passed.

- Test 4

  - Open a new game window
  - Check whether the "Min Step" has become "4"
  - Press "done" without clicking any block, the animation should be played and the level should be passed

- Test 5

  - Open a new game window and see whether the "Min Step" has become "0"

- Bonus
  You will have 3/6/10 credits according to the creativity and complexity of your additional feature.