



## Problem Set 5

Matric No  
**A0123994W**

Name  
**Huang Lie Jun**

Total Score: **90.5** /245

Item	Score	Remarks
CocoaPod	10 /10	
Problem 1	5 /5	
Problem 2	5 /5	
Problem 3	5 /10	-5: Irrelevant explanation, no comparison with other approaches. We're asking how your design allows integration of the level designer with the game engine easily.
Problem 4.1	5 /5	
Problem 4.2	10 /10	
Problem 4.3	8 /10	-2: Bomb -> Star chain causes all bubbles to clear, resulting in an instant win.
Problem 4.4	5 /5	
Problem 4 subtotal	28 /30	
Problem 5.1	10 /10	
Problem 5.2	0 /20	
Problem 5 subtotal	10 /30	
Problem 6	10 /10	
Problem 7	10 /20	-10: Missing written explanation
Problem 8	10 /40	-30: Tests are mostly copied from PS4, with barely any new test cases for PS5 features.  Also I failed to mention this previously, but some tests are not exactly black-box tests (like testing on different device) - those are end-to-end or integration tests. But it's fine to include them, just that feature testing should come first.  Also, your white box tests are still not white box tests.
Problem 9	70 /75	
Bells and whistles		<ul style="list-style-type: none"><li>- Nice Pokemon theme!</li><li>- Custom app icon</li><li>- Custom app loading screen</li><li>- Many custom bubble assets (one for each Pokemon type), but custom cannon disappeared since PS4?</li><li>- Custom bubble effects (Sunny Day, Rain Dance, Payday)</li><li>- Cannon and bubble popping animations</li><li>- Scoring system</li><li>- Limited gameplay time before game over (w/ pause button)</li><li>- Basic win/lose screen (UIAlert)</li><li>- Level design preview in level selector</li><li>- Very slick level designer UI</li><li>- Overall very nice. Too bad you couldn't complete all the additional features you planned to do!</li></ul>



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Problem 10	5 /10	Reflections are not very insightful. Could elaborate more on decisions you made throughout or what tradeoffs you had to make, etc. In essence, we want to see whether you had taken away useful SE concepts from this class.
Issues deduction	0	
Bonus from reflection	0 /2	
Coding style deduction	-4	-2: Bad design -1: Bad variable naming -1: Hardcoded constant
Late penalty	-73.5	
Playtesting comments		<ul style="list-style-type: none"><li>- Overall very smooth gameplay experience with no bugs.</li><li>- What happened to the Horsea cannon? D:</li><li>- The thunderbolt effect bubble and the Lightning-type bubble are not easily distinguishable.</li><li>- Not sure whether the star bubble when colliding with a Lightning-type bubble removes all thunderbolt-effect bubbles as well is intentional. Why do your EffectBubbles have energy?</li><li>- Your game menu was so underwhelming compared to the rest of your game! :(</li></ul>
Comments		<ul style="list-style-type: none"><li>- Congratulations on getting second place for PS5 Bells and Whistles!</li><li>- Shame that you didn't have enough time to complete your game. I see that you had a lot in mind for your game, such as creatures.</li><li>- Your extra effort for the PSes in general is appreciated. However, do remember to work on the core requirements and written answers first, as they play a much larger weightage for your score.</li><li>- Please try to manage your time better. The late penalty took a very rough toll on your score for this PS.</li><li>- Hope that CS3217 has been an enjoyable experience for you!</li></ul>