Candidate number: CANDIDATENUM

Summary

Mark /40	Total %
TOTALMARK	PERCENTMARK

Feedback

FEEDBACKTEXT

Mark breakdown: CA1 breakdown

Create word search boards	SECTION1	/1
Check answers	SECTION2	/1
User interface	SECTION3	/10
Project logic	SECTION4	/1
Total	TOTALMARK	/

Marking criteria: CA1

Each of the four sections has a potential mark of 10 and the assignment as a whole has a potential mark of 40. Functionality marks will only be awarded if the pseudo code and flowchart are well defined and show the same logic.

• Creating the word search board [10 marks]

- Is there a function called create word search that creates a letter matrix 2
 mark
- Does the function return a matrix with the suitable dimentions containing randomised letters - 2 marks
- Does the function use the words.txt file effectively 2 marks
- Does the board effectively embed words in all directions 4 marks

• Check answers against word search board [10 marks]

- Is there a function called check answer that could check an answer 2 marks
- Does the function use indexing correctly to check the corresponding board letters
 2 marks
- Does the function use the words.txt content to check if the word is a correct word
 2 marks
- Is the answer checking done in a computationally efficient manner to optimise game play - 4 marks

• User interface [10 marks]

- Does the interface start make appropriate use of user inputs 2 marks
- Is the word search board well formatted 2 marks
- Is the user input managed through functions and filtered for the keywords 4 marks
- Is the time correctly recorded and returned to the user at the end of the game 2 marks

• Gameplay logic and project delivery [10 marks]

- Does the game logic enable gameplay from start to finish 3 marks
- Is the gameplay adjusted to make the game difficult by, for example, making randomness match letter frequency in natural language and embedded more words
 4 marks
- Is the software reliable (through testing), fault tolerant (through effective exception handling and input validation), accountable when errors occur (through logging) 3 marks