CO2402 Assignment Checklist for < your name >

Please fill in the grid to indicate which features you have attempted, and (where appropriate) which code file we should look in to see the implementation of that feature. This will help us mark your work more efficiently and avoid the possibility of us missing something in your code.

|  |  |  |
| --- | --- | --- |
| **Feature** | **Attempted** | **Code file(s) (if appropriate)** |
| **Any Grade > 0%** | | |
| Video demo showing code compiling and running |  |  |
| Copy of console output |  |  |
| **Bare Pass 40% =** | | |
| Adherence to style guide |  |  |
| Code commented throughout |  |  |
| CSquare class |  |  |
| Dice roll function |  |  |
| Console outputs for dice roll and square names |  |  |
| Passing Go and collecting £200 |  |  |
| Final money and winner output |  |  |
| **Third 40% +** | | |
| Collection of pointers to CSquares |  |  |
| CProperty class derived from CSquare |  |  |
| Implemented rules for buying or renting properties |  |  |
| Output player balance at the end of each turn |  |  |
| **Lower Second 50% +** | | |
| CJail class (derived from CSquare) |  |  |
| CGoToJail class (derived from CSquare) |  |  |
| CFreeParking class (derived from CSquare) |  |  |
| CStation class (derived from CSquare) |  |  |
| Square pointers all base class pointers, not derived |  |  |
| Over-ridden function for landing on a square in each of the derived classes |  |  |
| Output as expected from derived classes |  |  |
| **Upper Second 60% +** | | |
| Class diagram |  |  |
| CPlayer class |  |  |
| CBonus class (derived from CSquare) |  |  |
| CPenalty Class (derived from CSquare) |  |  |
| No global variables |  |  |
| No Memory Leaks (screenshot evidence required) |  |  |
| Genuine polymorphism  (no asking what type of square it is) |  |  |
| **First 70% +** | | |
| Colour grouping and rent doubling of properties |  |  |
| Use of typedef (or using) for vectors |  |  |
| Fully OO solution including Game class |  |  |
| Smart pointers instead of new/delete |  |  |
| **High First 85% +** | | |
| Rules on mortgaging and redeeming properties |  |  |
| Players can become bankrupt |  |  |
| Additional players |  |  |