

Object Oriented Programming 2016/17

Project self-evaluation form

Oral discussion date _____ Group number _____

Student Number	Student Name	Percentage of participation (must sum 100)	Expected mark (0-6 excluding GUI bonus point)

Note: Check Section 4 (Grading) of project description to additional information about project marks!

Mark	Command/feature	Correctly implemented	Implemented with faults	Not implemented
UML				
1.5/7	Tool used: _____ Was it done with reverse Engineering? _____			
Basic game				
0.3/7	Bet command			
0.3/7	Credit command			
0.3/7	Deal command			
0.3/7	Hold command			
0.1/7	Quit command			
Strategy and statistics				
0.7/7	Basic strategy			
0.3/7	Advice command			
0.3/7	Statistics command			
Modes				
0.6/7	Interactive mode Commands in command line			
0.6/7	Debug mode Reading card and command files and running commands			
0.6/7	Simulation mode Commands with basic strategy and performance			
Documentation				
0.3/7	Examples of debug files Examples to test the game in debug mode			
0.3/7	Java doc Packages, interfaces, classes, methods, fields			
0.5/7	Report Cover, intro, critical analysis of the design and results, conclusions			
Bonus point				
GUI in Swing				