

Student Name: Wangkai JIN

Student ID: 20124870

Criteria	Fail	Very Poor	Poor	Good	Very Good	Excellent	Exceptional	Mark
Git Use [15%]	[0%]	[1% - 2%]	[3% - 5%]	[6% - 8%]	[9% - 11%]	[12% - 13%]	[14% - 15%]	9
Refactoring [30%]	[0%]	[1% - 5%]	[6% - 10%]	[11% - 15%]	[16% - 20%]	[21% - 25%]	[26% - 30%]	26
Additions [30%]	[0%]	[1% - 5%]	[6% - 10%]	[11% - 15%]	[16% - 20%]	[21% - 25%]	[26% - 30%]	26
Documentation [15%]	[0%]	[1% - 2%]	[3% - 5%]	[6% - 8%]	[9% - 11%]	[12% - 13%]	[14% - 15%]	10
Video [10%]	[0%]	[1%]	[2% - 3%]	[4% - 5%]	[6% - 7%]	[8% - 9%]	[10%]	8
Total								79

Feedback:

Video is presented with audio and text supported, demonstrated improvements made to the game, especially the pause menu, and with additional items of the game. However, no demonstration of bug fixed such as “Undo”, and movement of “person” in the game. The game behaviour is changed that the crate can move itself, which make the crate can move out of the corner by it own, violates the original principle and rule of the game (it does not sounds logic). High class diagram is presented with package information, but with minor errors, e.g. “logger” (Java is case-sensitive). Javadocs is generated with high commitment but missing proper documentation in some classes such as GraphicObjectFactory. README is written in moderate level, could include more images for illustration. No test cases are provided in README. High utilisation of git commits and branches. No utilisation of other git tool, including issues, labels, and milestones. MVC pattern needs improvement: View is not only the collection of fxml files, but also the java code to manipulate the UI components defined in them.