Assessment Task 1: Criteria Sheet (total: 30 marks)

Code Aspect	Rubric marks and criteria
Readability	2 - no significant readability issues 1 - one significant readability issue (e.g. poor indentation) 0 - more than one issue
Detailed comments	2 - all explanations help clarify what the code is doing 1 - explanations are sometimes unclear 0 - insufficient
Manual unit testing	2 - clearly verifies the stability of the Field and Cell classes 1 - some aspect is missing 0 - inappropriate demonstration
Variable names	2 - all are meaningful and appropriate 1 - at least one variable name is unclear 0 - too many are unclear
Overall class design	2 - all classes are implemented as required 1 - all implemented, but some not as required 0 - not designed well enough
Helper methods	2 – the functionality of public methods is appropriately split into helper methods 1 – some functionality could be better split into helper methods 0 – insufficient helper methods
Cell and Field classes	4 – these classes effectively support the required game play 2 – one aspect of the requirements is not met well enough 1 – two aspects of the requirements are not met well enough 0 – not implemented well enough
Size dialog	2 – the player can see and select row and column values between 4 – 10 (inclusive) 1 – implemented, but some not as required 0 – not implemented well enough
Menu bar	2 – all aspects implemented as required 0 – not implemented well enough
Popup dialogs	4 – provide information about status of the game play as required 2 – one popup dialog is missing or not appropriate 1 – two dialogs are missing or not appropriate 0 – not implemented well enough
Automatic empty cell reveals	4 – if an hidden cell is select that has no nearby flags or treasure then a recursive algorithm is used to reveal all subsequent hidden cells that have no flags or treasure nearby 2 – one aspect of the above requirement is not met 1 – two aspects of the above requirement is not met 0 – not implemented well enough
Game play	2 – when the player clicks on a flag the game ends otherwise the cell is revealed as required 1 – some aspects are not implemented as required 0 – not implemented well enough