

Object orientated Programming. 15% of total mark.  
\* may work in groups of 2 students

Project: Create a 2 person game, using the client/server code that I gave you for assq't 5.

⇒ Start with the code from assq't 5. I will be posting my version of assignment 5 on LEA, so you can start with my code if you like.

### Part 1 (3% of total mark) Design

- design must include

- \* detailed description of data sent & received from the server, and what it is for
  - \* list of classes, with methods & properties (a UML diagram is preferred, but not necessary)
  - \* A mockup of the various pages in your game.
- Note that although it can be handdrawn, it must be neat (straight lines, etc)

- if you have all of the above, you will get 3% and I will be ruthlessly critical.
- if you do not have all of the above, I will not review it at all, and you will get 0% on this part.

Due date for design: no specific due date, but it must be done before you start coding

**Submission of design:** When you are ready, come sit with me and we will review together.

## **Part 2- Actual Game.** (12% of total mark)

**code & game must include**

- \* At least one new widget (derived from a UIView) which has a gesture recognizer of some sort
- \* A leaderboard, using core memory, to save the top scores
- \* in your design, you must create a base class and two other classes which inherit from the base class. If you are having difficulty seeing where this might fit into your code, come see me.
- \* You must have one class that calls delegate functions, a delegate protocol, and another class that implements the delegate protocol

YOU ARE ALLOWED TO FORCE  
YOUR GAME INTO A SINGLE  
ORIENTATION

- marking scheme shown on following page

## Marking Scheme

The final product: 100pts (12% of final grade)

The actual game 45 marks

\* you will only be given credit for the parts of the game that works.

game complexity: (examples)

tic tac toe - too simple

connect four : 35 max

reversi (othello): 45 max

yahtzee : 45 max

checkers : 50 max (includes 5 bonus pts)

gin rummy : 50 max (includes 5 bonus pts)

\* you are not allowed to do poker.

→ includes crowning of piece when it reaches end, plus new "powers"

Leader-board 5 marks

Coding & Documentation 25 marks

- Class headers and method/properties

\* are the game rules

clearly described?

description

\* I must be able to tell what your code does without reading the code\*

- Proper organization of your code into classes, protocols, structs and enums

\* Includes ensuring that "private" is used appropriately

Proper OO practices (protocols, delegates, etc)

- Proper MVC organization of code & files

- must include everything described in the requirements!!!

## Aesthetics 25 marks

- looks nice, clean, tidy, don't burn my eyeballs with weird colour combinations please
- Nice flow between the relative pages, obvious location of buttons, etc. usability
- Your new widget

Once you have been graded (100 marks maximum)

you will lose marks for

- being late
- having undocumented bugs: Up to 40 marks!!!