CMP1903M Object Oriented Programming A01 2024-2025

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| **Learning Outcome** | **Criterion** | **Pass** | **2:2** | **2:1** | **1** |
| [LO1] Demonstrate the use of version control tools in a software development project | Demonstrate the use of version control tools and take part in a code review to peer assess your code (50%)  [Video] | Some evidence in the video is presented to show that you took part in code review. Your spoken reflection of the process shows a limited engagement. There is a description of the code review process. | Evidence is presented in the video to show that you took part in code review. Your spoken reflections of the process are limited. Pull Requests and reviews are noted. There is a descriptive reflection of the process. | Thorough evidence is presented in the video to show that you took part in code review. Pull Requests and code reviews are noted. Your reflection of the process shows that you have taken account of the reviews and merging your changes. | Extensive evidence is presented in the video to show that you took part in code review. Your reflections of the process are well informed – you comment that you have taken effective account of the reviews by merging your changes, or you suggest alternative approaches. You elaborate clearly that you have learned from the experience though a critical video reflection |
| [LO3] Apply object-oriented principles to the implementation of software programs | Develop an object-oriented solution to a problem (50%)  [Code, Video] | An implementation is presented which is partially complete.  The video demonstrates that the application works, however its functionality is incomplete. For example, only some of the basic requirements are implemented (e.g.: there are no player attributes, no different rooms exist, no items exist, etc).  Limited evidence of object-oriented features is shown such as classes, object instantiation, and method calls. The checklist is completed and Git repo URL supplied. | An implementation is presented which is complete – with issues. The C# style guide is followed partially.  Commenting is partially used.  The video demonstrates that the application works, and the methods **Player.PickUpItem()** and **Room.GetDescription()** are used successfully.  Evidence of object-oriented features such as classes, object instantiation, methods/method calls are present.  The checklist is completed and Git repo URL supplied. | An implementation is presented which is complete.  The C# style guide is shown to be adhered to.  Commenting is mostly though the code files.  The video demonstrates the requirements of the brief are implemented, such as: creation of at least one Game and Player objects.  A testing class uses ‘debug.assert’ to verify aspects of the code.  The video shows clear evidence of object-oriented features such as classes, object instantiation, encapsulation and methods. | An implementation is presented which is complete.  The C# style guide is shown to be adhered to. XML documenting comments are throughout the code. The video demonstrates and verifies that all of the requirements of the brief are implemented and that the extra requirements may have been included.  A testing class uses ‘debug.assert’ to verify aspects of the code.  Extensive evidence of OO features such as (but not limited to) classes, object instantiation, encapsulation and, methods.  The checklist is completed and Git repo URL supplied. |
| **Weighting is 30% of the module** |  |  |  |  |  |