Basic Preparation Code 4 0-2 Submitted correct content on time and to the correct location in the repository Decomposition 4 0-2 Code is decently refactored. Code is adequately decomposed to different classes and methods. Documentation 4 0-2 Comments for each class and each function are clear and are following style guides Effort 2 0-2 Perform considerable amount of work Naming 2 0-2 Variable names and method names are readable and are following Java conventions (such as camelCase) Overall Design 4 0-2 Have nice approaches and structures in overall Participation 5 0-2.5 Interact with the group actively during discussion. Presentation 4 0-2 Present the code clearly Requirements - Add more levels for the game Requirements - 5 Choose different size of game board. O-2.5 Joints adding the ability to allow the player choose the size of game board they want to play from 15x15, 20x15 and 30x15.	Category	Weight	Scoring	Notes
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different size of game board they want to play from 15x15, of game board. 20x15 and 30x15.	_	5	0-2.5	2.5 points adding the ability to allow the player choose
of game board. 20x15 and 30x15.				the size of game board they want to play from 15x15
	of game board.			20x13 and 30x13.
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Make the more intelligently.	_	7	0-2	
enemies'				more interrigentry.
chases more				
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Requirements - 4 0-2 2 point for polishing the UI of the game.		4	0-2	2 point for polishing the UL of the game
Polish UI	_		0 2	2 point for ponoming the of of the game.
Testing - 4 0-2 2 points for making a complete manual test plan for GUI		4	0-2	2 points for making a complete manual test plan for GIII
Manual Test	_			2 possess for maning a compress manager test plan for GOT
Plan				
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Week1.		•	, <u>-</u>	
Total 57	Total	57		