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| **Module/Assessment Details** | | | |
| Assignment Title: | STU Game and Report | | |
| Module Name: | Network and Concurrent Programming | Module Code: | **COM-2065-N** |
| Marker: |  | Date: | **10/05/2018** |

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| **Student Details** | | | |
| Student Name: |  |  | Score % |
| Resubmission: |  |  |  |

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| **ICA1: STU Game** | |
| **Part** | **Comments** |
| **Playability** | Student Comments: The game itself, does not have a lot of game breaking features, it’s a simple team dead match game, and with that simple playability. |
| **Interactivity** | Student Comments: There are a lot of different interactivity with the server and the different user connected, the lobby systems demonstrate it. |
| **Code Quality** | Student Comments: Code is organized in its classes, and appropriate structures and STD functions were used. |
| **Protocols** | Student Comments: Protocols are used correctly, in the best optimized way to gain more performance out of it. |
| **Documentation** | Student Comments: Documentation is not in too much detail. |
| **Executables** | Student Comments: Executables work on both windows, and Linux, where windows has two version a debug one and a release one. |
| **Milestone** |  |

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| **ICA2: Report** | |
| **Part** | **Comments** |
| **Presentation** | Student Comments: The report is well structured and follows an order. |
| **Protocols** | Student Comments: Protocols and why/when to use them are explained. |
| **Code Analysis** | Student Comments: Code was analysed and reflected over it |
| **Personal Reflection** | Student Comments: Reflected over issues during the making of the project as well as over the code produces |
| **Feedback** |  |

**Summary:**

**Student’s general feedback about the module:**

**Student’s feedback about the ICAs:**

**Marker’s feedback about the student’s ICAs:**

**GRADING SCHEME**

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| **Standard**  **Grade Boundaries** | **A** | **B** | **C** | **D** | **E** | **F** |
| % | 70+ % | 60-69 % | 50-59% | 40-49% | 20-39% | <20% |