| SADI DiceGameGUI Assign2 2018S1 | | |
| --- | --- | --- |
| **Criteria** | **Ratings** | **Pts** |
| This criterion is linked to a Learning OutcomeSwing Components  *A pull-down, dialog box, toolbar, status bar and dice/number panel are implemented* |  | 2.0 pts |
| This criterion is linked to a Learning OutcomeGUI Player Functionality  *Functionality to add a player through the GUI is implemented* |  | 1.5 pts |
| This criterion is linked to a Learning OutcomeGUI Betting Functionality  *Functionality to place a bet through the GUI is implemented (valid/invalid)* |  | 1.5 pts |
| This criterion is linked to a Learning OutcomeGUI Dice Functionality  *Display the dice as they are rolled in realtime through the GUI (includes switching players while rolling)* |  | 4.0 pts |
| This criterion is linked to a Learning OutcomeRoll Rules Enforced  *Games rules are respected when rolling and any players has no bet* |  | 1.0 pts |
| This criterion is linked to a Learning OutcomeGUI Final Results  *The GUI is updated with new balances after house roll* |  | 2.0 pts |
| This criterion is linked to a Learning OutcomeUsability/Resizability  *•Simple navigation with no unnecessary steps, clear layout, information/functionality readily available. •Main Frame must be resizable and contents resized appropriately using layout management. •Minimum frame size must be <= half screen size (width and height) and frame can be maximized.* |  | 2.0 pts |
| This criterion is linked to a Learning OutcomeEncapsulation and OO Principles  *Fields are appropriately encapsulated, Suitable use of OO techniques to remove code duplication* |  | 2.5 pts |
| This criterion is linked to a Learning OutcomeMVC Architecture and Design  *•Controllers are well encapsulated and call methods on view and model. •UI classes are cohesive and structured according to containers and components. •Callback class calls methods on view rather than implementing the functionality in the callback. •Explicit reference passing, no static access or inner classes for controllers.* |  | 3.0 pts |
| This criterion is linked to a Learning OutcomeCoupling and Cohesion  *The source code is cohesive and has low coupling, Classes and methods are succinct and have a clear separation of concerns* |  | 2.5 pts |
| This criterion is linked to a Learning OutcomeUse of Provided Interfaces  *Application makes appropriate use of the provided interfaces, All methods in the interfaces have been implemented without modification. This will be tested by using our own GameEngineImpl.* |  | 2.0 pts |
| This criterion is linked to a Learning OutcomeSource Code Quality  *Appropriate class, method and variable names, adequate commenting, easily comprehensible* |  | 1.0 pts |
| Total Points: 25.0 | | |

**SADI DiceGameGUI Assign2 2018S1**