**Object Oriented Programming 2016/17**

**Project self-evaluation form**

Oral discussion date Group number 5

|  |  |  |  |
| --- | --- | --- | --- |
| **Student Number** | **Student Name** | **Percentage of participation**  **(must sum 100)** | **Expected mark**  **(0-7 excluding GUI bonus point)** |
| 78141 | Pedro Martinho |  |  |
| 78247 | Rui Figueiredo |  | 6.5 |
| 78599 | Alexandre Candeias |  |  |

Note: Check Section 4 (Grading) of project description to additional information about project marks!

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Mark** | **Command/feature** | **Correctly implemented** | **Implemented with faults** | **Not implemented** |
| **UML** | | | | |
| **1.5/7** | Tool used: Visual Paradigm . Was it done with reverse Engineering? No | | | |
| **Basic game** | | | | |
| **0.3/7** | Bet command | X |  |  |
| **0.3/7** | Credit command | X |  |  |
| **0.3/7** | Deal command | X |  |  |
| **0.3/7** | Hold command | X |  |  |
| **0.1/7** | Quit command | X |  |  |
| **Strategy and statistics** | | | | |
| **0.7/7** | Basic strategy | X |  |  |
| **0.3/7** | Advice command | X |  |  |
| **0.3/7** | Statistics command | X |  |  |
| **Modes** | | | | |
| **0.6/7** | Interactive mode Commands in command line | X |  |  |
| **0.6/7** | Debug mode Reading card and command files and running commands | X |  |  |
| **0.6/7** | Simulation mode Commands with basic strategy and performance | X |  |  |
| **Documentation** | | | | |
| **0.3/7** | Examples of debug files  Examples to test the game in debug mode | X |  |  |
| **0.3/7** | Java doc Packages, interfaces, classes, methods, fields | X |  |  |
| **0.5/7** | Report Cover, intro, critical analysis of the design and results, conclusions | X |  |  |
| **Bonus point** | | | | |
| GUI in Swing | | X |  |  |