A S S I G N M E N T 4 G R A D I N G S H E E T

My name: \_\_\_\_\_\_\_\_Sidney Sanders\_\_\_\_\_\_\_\_ [ **PRINT** ]

CS3160-Section: **\_\_1\_\_**

We will grade the following items for this assignment. Make sure to hand in this grade sheet complete with your name(s) and section number via Canvas. Each group member MUST supply his/her grade sheet.

\_\_\_/1 Program style and documentation

\_\_\_/2 Form design (including properly named controls, handles only user communication, logic

handled by Game class)

\_\_\_/2 Game refreshes screen properly on a Form1 Paint event

\_\_\_/1 Design of application icon

\_\_\_/2 Game graphics (identifying square containing mouse click, drawing proper figure, keeping

track of turns)

\_\_\_/6 Game logic (identifying when a player has won, identifying tie games, returning correct

message to form)

\_\_\_/2 Design of Shape abstract class and the Draw abstract function

\_\_\_/2 Implementation of class for X's and class for O's

\_\_\_/1 How did your group ensure that your application was thoroughly tested?

Playing many games of tic tac toe, I test all ways to win a game for o’s and x’s. Testing in line and diagonal to get games won and ending games in ties.

\_\_\_/1 Individually reflect on this assignment (your code, your interaction, etc.)

What can you do better next time?

Writing this program started out slow due to the many moving parts of the program. When starting it took a while to get a working board. I chose to use a panel that I could evenly separate into sections with Rectangle calls and assign them in a grid form. Creating the Shape class was a big step that took a lot of my time, I had a difficult time with getting the graphics to show in the correct location and connecting them with the coordinates class. I believe that I got the program done at a good pace and after getting over a few spots I got stuck on I worked through them pretty well. Something better I could do would be to possibly ask more questions when I get stuck, so I am not stuck for as long at those difficult parts.

\_\_\_/20 **Total points**