QA EA3

GRIFFITH COLLEGE DUBLIN

COMPUTING ASSIGNMENT TITLE SHEET

Course:	B.Sc. in Computing (Level 7 and Level 8)
Stage/Year:	I
Module:	Computer Programming
Semester:	II
Assignment Number:	Take Home Assignment 2
Date of Title Issue:	10/2/16
Assignment Deadline:	2/3/16
Assignment Submission:	Submitted on Moodle
Assignment Weighting:	15%

Assignment Title

Java-based Zombie Dice Game

Zombie Dice is a game published by Steve Jackson Games. It involves rolling special die to determine what happens on each players turn. The goal of the game is to eat 13 brains before the other players.

Your task is to implement this game in Java. Your output should other be a console based java program.

QA EA3

Game Rules

On each turn, randomly generate 3 dice for the game. Each one is a human victim. There are 3 different types of die in the game

- Red are the toughest.
  - (They have 3 Shotguns sides, 2 Footprints sides and 1 Brains side)
- Green are easiest.
  - (They have 1 Shotguns side, 2 Footprints sides and 3 Brains sides)
- Yellow are medium tough.
  - (They have 2 Shotguns sides, 2 Footprints sides and 2 Brains sides)

The dice have three symbols:

- Brain
  - You ate your victim's brain.
- Shotgun
  - He fought back!
- Footprints
  - Your victim escaped.

If you rolled three Shotguns, your turn is over. Otherwise, you can choose to stop and score, or continue. If you decide to stop, score 1 for each Brain you have, and end your turn. It's the next player's turn. If you choose to keep going, you reroll the die, but you must keep track of your brains and shotguns. If you are up to 3 Shotguns, your turn is over and you score nothing. Otherwise, you can stop and score, or take another roll…

Footprints are to be kept on the table, what this means is that if you roll a green Footprint you will reroll that dice again. Depending on your luck this can mean that you reroll between 0 – 3 dice in any 1 turn.

Deliverables:

For this assignment you are required to submit 2 pieces of work:

1. Java file containing your program (70%)
2. A flow chart to show your design of the program (20%)
3. A small report from each team member on the work distribution (10%)

Learning Outcomes

1. solve programming problems of modest complexity in a systematic, well-organised way
2. specify precisely the syntax and semantics of a programming language construct
3. select an appropriate program construct (or datatype) to achieve a given task
4. document accurately the design of a program on-the-fly

Assessment Criteria

Grading Matrix.		%
Game System: (50%)		
Generating Dice		5
Rolling Dice		5
Adding scores		5
Tracking shotguns		5
User ending turn		5
Game ending turn		5
Continue playing		5
Turn based system		10
Ending game		5
User Interface: (10%)		
Game style layout		5
Display current player		2
User feedback		3
Coding style: (20%)		
Indentation (3%)		3
Comments (4%)		4
Use of Methods		3
Use of arrays		10
Extra Features: (20%)		
Using footprints correctly		3
Taking players names		4
3+ players		3
Use of arrays		10
Common Sense Grading:		
Gamed Submission		-60
Not Compiling		-20
Total		100

QA EA3

Peer Assessment

Team Name :	

Peer Review for Zombie Dice Teams

	Name	Coding	Design	Helping others	Ideas for problems	Looks for work	Total
You							0
Member 1							0
Member 2							0

Please assign a score of 0 - 10 to each catergory. 0 is a very poor score and 10 is an excellent score
Make sure that you also rate yourself in this exercise. Honesty is appreciated.