CS 163 Fall 2009
Semester Project --- Igel Ärgern
!!!DRAFT!!!!

Game logic: /32
    Correctly maintains game state
    Move sideways
        Detect/Prevent movement of wrong piece
        Detect/Prevent illegal motion target
    Move forward
        Detect/Prevent movement of wrong piece
        Detect illegal motion target
    Detect win
    Black cells do something

Text Game: /24
    Setup / Re-start
    Appearance
    Playability (e.g., game "flow")
    Error detection and handling

GUI Game: /50
    Setup / Re-start
    Appearance
    Playability (e.g., game "flow")
    Error detection and handling

Black Squares   /24
    Behavior 1 (_____)
    Behavior 2 (_____)
    Behavior 3 (_____)
    Behavior 4 (_____)

Design   /50
    Model/View separation
    Black Squares
    GUI code design
    Exception use
    Class design
    Method design / Code re-use
    Method efficiency
    Other

Bonuses   /20
    Extra black square behavior
    Extra game feature / rule option
    Especially elegant GUI
    Can exit/restart text game at any time
    Especially good/complete commenting

Penalties
    Poor commenting
    Poor / incomplete javadoc
    Printed source code missing/messy
    Poor testing

                    Total: /200

Note: Most of the sub-points above are not discrete grading points. For example, it is not possible to grade the games' appearance separately from the playability because appearance can affect playability. Thus, grades are assigned for top-level points only.