



School of Computer Science

COMP20050: Software Engineering

Project-II

Submission Details and Rubric

Final Project Submission

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Submission Details

The final project submission details are below:

- Submit a zip file with the name, **<yourgroupnumber>_<yourgroupname>_final.zip**.
- A **report** in PDF format (1 page) including:
 - Group number, name, and Student IDs.
 - GitHub link.
 - State the relative amount of work done by each group member. If the workload distribution is not evenly divided among the members, please explain why. **If the workload distribution is even, state "All members contributed equally"**.
- An **executable JAR file** of the board game.
- A **document** on instructions on how to launch and play the board game.
- A **video** (max 5 minutes) in .mp4 format of a screen recording with voice over. The video should contain the following:
 - Run the board game showing the working features.
 - Explain your test strategy.
 - Give a high-level code walkthrough.

Rubric

Assessment Criteria (Weight: 35 Marks)	
Criterion	Penalty (Marks)
Video Submission	
Video not submitted.	-20
In the Video, a demo of the game is not presented.	-10
In the Video, the test strategy is not explained.	-10
In the Video, high-level code walkthrough is not presented.	-10
Project Artefacts	
An executable JAR file is not submitted.	-20
Document containing the JDK version used to build the JAR and instructions on how to launch and play the board game is not submitted.	-10
Functional Requirements	
A feature (in the project plan) not implemented.	-3 (for each feature)
A feature (in the project plan) has defects and is not working.	-3 (for each feature)
Clean Code Practices/Guidelines	

For each category, the penalty applies if large-scale violation of clean code guidelines is found in your software implementation.

Javadoc Documentation:

- *Javadoc for at least three high-level classes or data structures missing.*

-5

Testing:

- F.I.R.S.T principles **violated**.
- *Unit tests and integration tests missing (JUnit or JavaFx GUI) for at least three high-level classes or data structures.*
- One concept per test **is not followed**.

-10

Meaningful Names:

- Variable, function, class, method names are confusing.
- Names are not pronounceable and searchable.

-5

Functions:

- Functions are **not small**.
- There is a **lot of duplication** violating the D.R.Y principle (Don't Repeat Yourself).
- Functions have **too many** arguments.
- Functions have output arguments.
- The variable scope rules are **not followed**.

-10

Comments and Formatting:

- Comments are frivolous and dogmatic.
- Comments are inaccurate and out-of-date.
- Comments are superfluous.

-5

<ul style="list-style-type: none"> • TODO comments found. • Lots of commented-out code found. • Silly and noisy comments found. • Formatting is not followed (code is muddled). • Code indentation is not consistent. 	
Classes and Data Structures: <ul style="list-style-type: none"> • Class methods violate the Law of Demeter. • Standard Java convention for organising classes (list of variables and methods) not followed. • Classes are not small. • Classes have too many instance variables and are not cohesive. 	-5
Error Handling: <ul style="list-style-type: none"> • Errors are not handled (either using return codes or exceptions). • Methods/functions have too many checks for NULL (could be replaced by an exception). • Overuse of checked exceptions. • Assertions used in the place of error handling. 	-5

Final Comments

Do not delete or make public your GitHub repository until the end of the trimester plus 3 months.