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| Student Name: | **Wayile Jialade** |
| Student ID: | **1151102347** |
| Lecture Section: | **TC 02** |
| Tutorial Section: | **TT 04** |
| Assignment No: | Assignment A2 |

Table 1: Student Name, Student ID, Lecture Section, Tutorial Section

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| No | Criteria / Features | Marks allocation | State Yes/No  (If yes, put short description and sample outputs in Table 2) | Lecturer mark (Lecturer to fill) |
| 1 | Source code documentation and comments | Very good documentation/comment = 2  Average documentation/comment = 1  No documentation = 0 | Done:  **Yes** / No |  |
| 2 | Battle Chess Game banner | Banner = 1  No banner = 0 | Done:  **Yes** / No |  |
| 3 | Random placement of pieces | Perfect Implementation = 2  Implementation with some error = 1  No random placement = 0 | Done:  **Yes** / No |  |
| 4 | Queen shooting operation | Perfect Implementation = 2  Implementation with some error = 1  No implementation = 0 | Done:  **Yes** / No |  |
| 5 | Rook shooting operation | Perfect Implementation = 2  Implementation with some error = 1  No implementation = 0 | Done:  **Yes** / No |  |
| 6 | Bishop shooting operation | Perfect Implementation = 2  Implementation with some error = 1  No implementation = 0 | Done:  **Yes** / No |  |
| 7 | Knight shooting operation | Perfect Implementation = 2  Implementation with some error = 1  No implementation = 0 | Done:  **Yes** / No |  |
| 8 | Determination of win, lose or draw at the end game | Perfect Implementation = 2  Implementation with some error = 1  No implementation = 0 | Done:  **Yes** / No |  |
| 9 | Quit when Z is entered | Perfect Implementation = 1  Implementation with some error = 0.5  No implementation = 0 | Done:  **Yes** / No |  |
| 10. | Checking that pieces chosen is available on the board | Perfect Implementation = 1  Implementation with some error = 0.5  No implementation = 0 | Done:  **Yes** / No |  |
| 11. | Checking whether a piece has enemy to shoot | Perfect Implementation = 1  Implementation with some error = 0.5  No implementation = 0 | Done:  **Yes** / No |  |
| 12. | Checking whether valid input is entered | Perfect Implementation = 1  Implementation with some error = 0.5  No implementation = 0 | Done:  **Yes** / No |  |
| 13. | Submission with correct format for filename | Yes = 1  No = 0 | Done:  **Yes** / No |  |

Table 2: Table for Students and Tutor

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| No | Student to fill in description and sample outputs |
| 10.1 | Source code and comments are appropriately arranged and clear to follow |
| 10.2 | Battle Chess Game Banner |
| 10.3 | The piece are randomly arranged |
| 10.4 | C:\Users\WAEL\AppData\Roaming\Tencent\Users\1480185937\QQ\WinTemp\RichOle\)WTM)G(J`2G25JDB`XL@6E4.png  C:\Users\WAEL\AppData\Roaming\Tencent\Users\1480185937\QQ\WinTemp\RichOle\FZPT$YAY~B~(CSVI3)2{9SI.png  C:\Users\WAEL\AppData\Roaming\Tencent\Users\1480185937\QQ\WinTemp\RichOle\2AOUE0J[$SI(BP]L$9D9KSG.png  C:\Users\WAEL\AppData\Roaming\Tencent\Users\1480185937\QQ\WinTemp\RichOle\W1$TTLS`MH03OKK9UW~P$O2.png  QQ图片20170113205215.png  C:\Users\WAEL\AppData\Roaming\Tencent\Users\1480185937\QQ\WinTemp\RichOle\D{{(}}O6~Z34M`27IOJ9JSD.png  Queen can shoot all direction |
| 10.5 | C:\Users\WAEL\AppData\Roaming\Tencent\Users\1480185937\QQ\WinTemp\RichOle\OH2RF2BPV41`HJ}713CB]}0.png  C:\Users\WAEL\AppData\Roaming\Tencent\Users\1480185937\QQ\WinTemp\RichOle\D5Q]JTX2W%$$N[MC~MQMJ0D.png  C:\Users\WAEL\AppData\Roaming\Tencent\Users\1480185937\QQ\WinTemp\RichOle\2I9SB_]J2~FILBOU5_(7[[7.png  C:\Users\WAEL\AppData\Roaming\Tencent\Users\1480185937\QQ\WinTemp\RichOle\(0EG{CM@DKKQ]REC8MRNRMO.png  Rook can root vertically and horizontally |
| 10.6 | C:\Users\WAEL\AppData\Roaming\Tencent\Users\1480185937\QQ\WinTemp\RichOle\3{BEYGHE(EFBG13[JFYV[%7.png  C:\Users\WAEL\AppData\Roaming\Tencent\Users\1480185937\QQ\WinTemp\RichOle\W152KTQ$GDI00IL$VXG~(W4.png  C:\Users\WAEL\AppData\Roaming\Tencent\Users\1480185937\QQ\WinTemp\RichOle\%MU]5~BNJ5E4TW[ZWQSGWFG.png  C:\Users\WAEL\AppData\Roaming\Tencent\Users\1480185937\QQ\WinTemp\RichOle\GP%UD`~2I4A``OJ[T2IK1XB.png  Bishop can shoot in diagonally |
| 10.7 | C:\Users\WAEL\AppData\Roaming\Tencent\Users\1480185937\QQ\WinTemp\RichOle\TX~MH_J1CCIV3(%%6TU(F30.png  C:\Users\WAEL\AppData\Roaming\Tencent\Users\1480185937\QQ\WinTemp\RichOle\(4WR%GBAEYYU%J[6F0{]R[S.png  Knight can shoot vertically or horizontally, and kill piece that is located at TWO spaces from the knight's position. |
| 10.8 | C:\Users\WAEL\AppData\Roaming\Tencent\Users\1480185937\QQ\WinTemp\RichOle\$GCB{YTF8XH4{P@LUBL8T}U.png  K+Q+R=19, b+r=10; 19>10; So player 1 wins!  C:\Users\WAEL\AppData\Roaming\Tencent\Users\1480185937\QQ\WinTemp\RichOle\Q4FPLPW9I{{XH3WIL]8RN4B.png  K+B=8, q+k=13; 8<13; So player 2 wins!  C:\Users\WAEL\AppData\Roaming\Tencent\Users\1480185937\QQ\WinTemp\RichOle\`~8J)F}GQQKASIV2T1XC(}E.png  R+B = r+b = 10; So It is a Draw! |
| 10.9 | C:\Users\WAEL\AppData\Roaming\Tencent\Users\1480185937\QQ\WinTemp\RichOle\(7Y{GQO)5[@YJL`V{_IS`BV.png  Quit when z is entered |
| 10.10 | C:\Users\WAEL\AppData\Roaming\Tencent\Users\1480185937\QQ\WinTemp\RichOle\)$RU48DK45JO}X3CZJ601H0.png  When a piece is not in the board, "Piece not found!!" will be displayed once you input that piece |
| 10.11 | C:\Users\WAEL\AppData\Roaming\Tencent\Users\1480185937\QQ\WinTemp\RichOle\T7%V_M`8LOJ%_]($LY17ZR8.png  When 'Q' has no enemy to shoot, "Queen has no enemy to shoot will be displayed" |
| 10.12 | C:\Users\WAEL\AppData\Roaming\Tencent\Users\1480185937\QQ\WinTemp\RichOle\G()3T6`FLP_O0%D7IER_IMS.png  When an invalid input is entered, "Wrong Input!!" will be displayed |
| 10.13 | C:\Users\WAEL\AppData\Roaming\Tencent\Users\1480185937\QQ\WinTemp\RichOle\O~@GEG1ZDPAAV[ZR(5LRZ3R.png  Filenames are correct |

Table 3: Justification Table and sample outputs

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| Lecturer/TutorRemarks and Student Cheating Report if any: |
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Table 4: Lecturer/TutorRemarks