Grade Report for *MineSweeper* (PS13)
Team P

Category	Rating (1-10)	Points
Application: Robustness given poor inputs, playability, meets requirements for behavior, appearance, presence of bugs (found by teacher and other teams).	10	50/50
Design Document: Explains rationale for design choices, discusses connection between classes and the MVC framework, includes changes made since initial design.	10	40/40
Tests: The test classes appear to sufficiently test object classes' methods using a variety of test cases designed to identify possible flaws (bugs) in the finished product prior to the integration of all classes.	9	36/40
Sources: Source code is easy to read, makes proper use of comments, uses accepted Java formatting, shows evidence of code re-use (i.e., no unnecessary duplication of code).	9	27/30
Team Management and Dynamics: Sufficient task tracking evidenced by task-tracking spreadsheet, adequate distribution of labor, meetings held regularly to discuss status, communication between architect and teacher.	8	24/30
Classes Diagram: A complete illustration of classes and their interconnections using correct relationships (i.e., arrow/line types).	10	20/20
APIs: Pages are complete, have descriptions for classes, public fields, public methods, method parameters and return values/objects.	9	18/20
User Manual: Explains to an end user how to start and run the game, including any conventions used for the user to convey difficulty level, intended move, and board location. Formatting, document organization, and grammar are considered.	8	16/20
Curve (linear increase, applied to all teams)		0
SCORE:		**231/250 (92%)**

Comments:

Based on peers' bug reports, your team received a 20/20 quality rating, which is part of the application score. Error message for user providing off-grid coordinates isn't descriptive enough. Scoreboard works. I won! Game works well. Design doc is succinct and appears complete. 18 automated tests runnable via tests driver. SquareTester is comprehensive. MineFieldTester good, but could include many more test cases. Found 16% constant in sources. Very neat Square class! What does the name "PERCENT_METHOD" mean? (Should be a more indicative name.) Good separation of code into multiple classes (MineField and MineBoard), though MineField would've benefited from greater internal code reuse. Statuses not updated in task-tracking spreadsheet, per-person detail low. APIs: Parameter names used in the MineField class use (y,x) and should've been (row,col) for easier-to-understand APIs! Otherwise OK. User manual: Instructions for running the app require Eclipse – so only Java developers can use this app? Screenshots!