		Submitt	lad hus	
			larker:	
		General	Notes:	
Notes		ratio	lette	
		100.00%		1 Part 1 : Player strategy pattern
	100%			1.1 Knowledge/Correctness of Game Rules
	100%		A	1.1.1 Students are fully aware of the correct Warsone game rules to implement during the presentation
	100%		A	1.1.2 Code is implementing game mechanics that is fully according the Warzone game
	100%			1.2 Compliance of solution with Stated Problem
	100%	4.62%		12.1 Human player: requires user interactions to make decisions
	100%			12.2 Aggressive player: computer player that focuses on attack (deploys or advances armies on its strongest country, then always advances to enemy territories until it cannot do so anymore).
	100%	4.62%		1.2.3 Benevolent player: computer player that focuses on protecting its weak countries (deploys or advances armies on its weakest countries, never advances to enemy territories).
	100%	4.62%		1.2.4 Neutral player: computer player that never issues any order.
	100%	4.62%		1.2.5 Cheater player: computer player that automatically conquers all territories that are adjacent to its own territories (only once per turn).
	100%	4.62%		1.2.6 If a Neutral player is attacked, it becomes an Aggressive player.
	100%	4.62%		
	100%	4.62%		
	100%			1.2.9 All classes implement a correct copy constructor, assignment operator, and stream insertion operator.
	100%	4.62%		12.10 Absence of memory leaks.
	100%	4.62%		1.2.11 Driver that demonstrates that different players can be assigned different strategies that lead to different behavior using the Strategy design pattern.
	100%			1.2.12 Driver that demonstrates that the strategy adopted by a player can be changed dynamically during play.
	100%	4.62%		1.2.13 Driver that demonstrates that the human player makes decisions according to user interaction, and computer players make decisions automatically, which are both implemented using the strategy pattern.
	100%	10.00%		1.3 Modularity of Solution
	100%			
	100%	1.67%	A	1.3.2 The Player class does not have subclasses that implement different behaviors
	100%	1.67%		
	100%			1.3.4 For each strategy as described above, you have a ConcreteStrategy class: HumanPlayerStrategy, BenevolentPlayerStrategy, and NeutralPlayerStrategy that are subclasses of the PlayerStrategy class.
	100%	1.67%		1.3.5 Each of the ConcreteStrategy classes implement their own version of the issueOrder(), toAttack(), and toDefend() methods.
	100%	1.67%		1.3.6 The Player class contains a data member of type PlayerStrategy.
	100%	1.67%	A	
	100%	10.00%		1.4 Mastery of Language/Tools/Ubraries
	100%	5.00%	A	1.4.1 The program never crashed during the demonstration or code review
	100%			1.4.2 Students were very clear in technical discussions during the demonstration
	100%			1.5 Code readability: name conventions, clarity of code, use of comments
	100%			
		5.00%	A	
	100%	5.00%		1.5.1 par care defined Castes, mentacon, are tracticone, ato operators are documented 1.5.2 al Aborne of commented out code
	100%	5.00%	A	15.2 Absence of commented-out code
	100%	5.00%	A	152 Alzence of commented-out code 2 Part 2: Tourament mode
	100% 100% 100%	5.00% 100.00% 10.00%	A	152 Abarco of commented-out code 2 Pior 23 Togrammented-out code 2 Pior 23 Togrammented-out code 2 Pior 23 Togrammented-out code 2 Pior 24 Togrammented-out code
	100% 100% 100%	5.00% 100100% 10.00% 5.00%	A	132 Advance of commented and table 2 In Consentance of Commented and table 2 In Consentance of Commented and Information 2.1 Consentance of Commented and Information 2.1 Table and and the Commented and Information
	100% 100% 100% 100%	5.00% 100.00% 10.00% 5.00% 5.00%	A	152 Abance of commented out code 2 #04 23 Doursmont mode 2 #04 24 Doursmont mo
	100% 100% 100% 100% 100%	5.00% 100.00% 10.00% 5.00% 5.00% 60.00%	A	152 Advanced commented and tobe
	100% 100% 100% 100% 100% 100%	5.00% 100.00% 5.00% 5.00% 60.00% 5.00%	A	1.3.2 Advance of commented and code 2012 Earl Earl Earl Earl Earl Earl Earl Earl
	100% 100% 100% 100% 100% 100% 100%	5.00% 100.00% 5.00% 5.00% 60.00% 5.00% 5.00%	A	13.2 Advance of commented and tode 2 Piel 2 Sourcemented and tode 2 Piel 2 Sourcement mode 2 Piel 2 Sourcement mode 3 Sourcement 3 Sourcement mode 3 Sourcement 3 Sourcem
	100% 100% 100% 100% 100% 100% 100%	5.00% 100.00% 5.00% 5.00% 60.00% 5.00% 5.00% 5.00%	A A A A A A	1.12 Advanced commented on code 20 Secondary Controllator Code 20 Secondary Controllator Code 20 Secondary Controllator Code 21 Secondary Controllator Code 21 Secondary Code Code Code 22 Secondary Code Code Code Code Code Code 22 Secondary Code Code Code Code Code Code 22 Secondary Code Code Code Code Code Code Code Code
	100% 100% 100% 100% 100% 100% 100% 100%	5.00% 100.00% 5.00% 5.00% 60.00% 5.00% 5.00% 5.00% 5.00%	A A A A A A A A A	13.2 Advance of commented on to de 13.2 Advance of commented on to de 13.2 Advance of commented on the 13.2 Advance of commented on the second on the second on the presentation 13.2 Advance of commented on the second on
	100% 100% 100% 100% 100% 100% 100% 100%	5.00% 100.00% 5.00% 5.00% 60.00% 5.00% 5.00% 5.00% 5.00% 5.00%	A A A A A A A A A A A	131 Advance of commented and code 2 2 Advance of commented and code 2 2 Advance of commented and code 31 Social as a field, assee of the corner Macrone game fields to implement during the presentation 31 Social as a field, assee of the corner Macrone game fields to implement during the presentation 31 Social as a field, assee of the corner of forms file. 32 Comparison of the corner of corner of forms file. 32 Implement corners of a set render of social as a trend of social as file. 32 Implement corners of a set render of social as a trend of social as file. 32 Implement corners of a set render of social as trend of social as trend of social as render of social as trend of social
	100% 100% 100% 100% 100% 100% 100% 100%	5.00% 100.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00%	A A A A A A A A A A A	1.13 Advance of commented on tobe 2 Part 3 Provements 2 Part3 Provements 2 Part 3 Pro
	100% 100% 100% 100% 100% 100% 100% 100%	5.00% 100.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00%	A A A A A A A A A A A A A A A	13.1 Alexan of commended and tode 13.2 Alexan of commended and tode 13.2 Alexan of commended and tode 14.2 Consequences of loss flut 15.2 Consequences of loss flut
	100% 100% 100% 100% 100% 100% 100% 100%	5.00% 100.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00%	A A A A A A A A A A A A A A A	132 Alternation of constrained on Code 2 Simple Constrained of Code Nets. 2.10 Simple Constrained of Code Nets. 2.11 Simple Constrained of Code Nets. 2.12 Simple Code Nets. 2.13 Simple Code Nets. 2.11 Simple Code Nets. 2.21 Simple Code Nets. 2.23 Complexed on Code Nets. 2.24 Simple Code Nets. 2.25 Complexed on Code Nets. 2.24 Simple Code Nets. 2.25 Complexed on Code Nets. 2.26 Simple Code Nets. 2.21 The Simple Code Nets. 2.23 The Simple Code Nets. 2.24 The Simple Code Nets. 2.25 The Simple Code Nets. 2.26 Simple Code Nets. 2.27 The Simple Code Nets. 2.28 The Simple Nets. 2.29 The Simple Nets. 2.20 The Simple Nets. 2.23 The Simple Nets. 2.24 The Simple Nets. 2.25 The Simple Nets. 2.26 The Simple Nets.
	100% 100% 100% 100% 100% 100% 100% 100%	5.00% 100.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00%	A A A A A A A A A A A A A A A A A A A	13.2 Altere of commented or dot 2 Pot 1 Survey show of the control Warring pairs of the time frame pairs of the presentation 3.1 Substance of commented at the presentation 3.1 Substance of commented at the presentation 3.1.2 Substance of commented at the presentation 3.1.3 Substance of commented at the presentation 3.1.3 Substance of commented at the presentation 3.1.3 Substance of commented at the frame pairs of the substance
	100% 100% 100% 100% 100% 100% 100% 100%	5.00% 100.00% 10.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00%	A A A A A A A A A A A A A A A A A A A	131 Advanced commented and code 2 Ask and or dommented and code 1 Section 2000 Section 2000 11 Section 2000 Section 2000 12.1 Section 2000 Section 2000 13.1 Section 2000 Section 2000 13.1 Section 2000 Section 2000 23.1 The bornameter command comment on the resolution of form a flow 23.1 The bornameter command command Section 2000 23.1 The bornameter command command Section 2000 23.2 The section 2000 Section 2000 Section 2000 23.3 The section 2000 Section 2000 Section 2000 23.4 The
	100% 100% 100% 100% 100% 100% 100% 100%	5.00% 100.00% 10.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00%	A A A A A A A A A A A A A A A A A A A	131 Alexand communitation (observations) 2 Pack 2 incommonds) 21 Pack 2 incommonds) 21 Decoding Concentrate of Communitations) 21 Decoding and the concent Watters game rules to implement during the greateristics) 21 Decoding and the concent Watters game rules to implement during the greateristics) 21 Decoding and during during and the concent Watters game rules to implement during the greateristics) 21 Decoding and during during and the concent during the greateristics) 22 Department during
	100% 100% 100% 100% 100% 100% 100% 100%	5.00% 100.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00%	A A A A A A A A A A A A A A A A A A A	13.1 Betward of anomatoria of det 2012 Betward for constrained 2013 Betward for constrained 2014 Betward for constrained 2014 Betward for constrained 2015 Betward for constrained for the form form of the greateristics 2016 Betward for constrained for the form form of the greateristics 2017 Betward for constrained for the form of the fo
	100% 100% 100% 100% 100% 100% 100% 100%	5.00% 10.070% 5.00%	A A A A A A A A A A A A A A A A A A A	13.21 Advanced communited and code 21 Set 2.5 Second East Advanced Communited Second East Second
	100% 100% 100% 100% 100% 100% 100% 100%	5.00% 100.00% 10.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00%		13.1 Alexand onemated at odd 2 Pail Anomalous Reservation Reservatio Reservation Reservatio
	100% 100% 100% 100% 100% 100% 100% 100%	5.00% 100.00% 10.00% 5.00% 60.00% 5.00% 60.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00%		13.1 Address of descented at code 2 Pair Organization of the Second Attem Mate. 2.1 Second attem Mate. 13.1 Section at the Second Attem Mate. 13.1 Section attem Mate. 13.2 Section attem Mate. 13.2 Section attem Mate. 13.3 Section attem Mate.
	100% 100% 100% 100% 100% 100% 100% 100%	5.00% 100.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00%	A A A A A A A A A A A A A A A A A A A	13.1 Alse and communited on code 20 Set 2.5 Answirdsoftware of code where 21 Set 2.5 Answirdsoftware of code where 21.1 Set 2.5 Answirdsoftware of code where 21.2 Set 2.5 Answirdsoftware of code where 21.3 Answirdsoftware of code where 21.3 Answirdsoftware of code where 21.3 Answirdsoftware of code where 21.4 Answirdsoftware of code where 21.5 Answirdsoftware of code where 21.6 Answirdsoftware of code where 21.7 Answirdsoftware of code where 21.8 Answirdsoftware of code where 21.9 Answirdsoftware on code where 21.9 Answirdsoftware 22.1 Answirdsoft
	100% 100% 100% 100% 100% 100% 100% 100%	5.00% 100.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00%	A A A A A A A A A A A A A A A A A A A	1:31 Absent of commented at code 2) 2) Absent of commented at code 311 Absent of absent of commented at code Absent of commented at code 312 Absent of commented at code Absent of commented at code 313 Absent of commented at code Absent of commented at code 314 Absent of code Absent of code Absent of code 315 Absent of code Absent of code Absent of code Absent of code 316 Absent of code Absent o
	100% 100% 100% 100% 100% 100% 100% 100%	5.00% 100.00% 10.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00%	A A A A A A A A A A A A A A A A A A A	13.1 Alexan of communities of code 20 Sector Se
	100% 100% 100% 100% 100% 100% 100% 100%	5.00% 100.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00%	A A A A A A A A A A A A A A A A A A A	131 Absend onempleted rule 213 Absend onempleted rule 214 Absend onempleted rule 215 Absend onempleted rule 216 Absend onempleted rule 217 Absend onempleted rule 218 Absend onempleted rule 219 Absend one rule 210 Absend one rule 211 Absend one rule 212 Absend one rule rule rule rule rule rule rule rul
	100% 100% 100% 100% 100% 100% 100% 100%	5.00% 100.00% 10.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00% 5.00%		13.1 Alexan of communities of code 20 Sector Se