

**Concordia University
Department of Computer Science
and Software Engineering**

**Advanced Programming Practices
SOEN 6441 --- Fall 2011**

Project Build 1 Grading

1. First Incremental Code Build Description

You must deliver an operational version demonstrating some capacity of your system. This is about demonstrating that the code build is effectively aimed at solving a specific project problem or completely implementing specific system features. The goal of the build must be presented first, then demonstration is made to show that the goal has been met, and also to explain some parts of your code. The code build must not be just a "portion of the final project", but rather be something useful with a purpose on its own.

2. Team Identification

TEAM # :

3. Grading

| | | |
|--|--|-----------|
| Presentation | | 5 |
| Explanation of the architectural design of the entire project | | 1 |
| Knowledge of code base/clarity of explanations | | 2 |
| Effectiveness and demonstrated preparation of the presentation | | 2 |
| Character generation/edition | | 12 |
| Creating/editing a <i>fighter</i> character following the d20 game rules: level, ability scores and modifiers, hit points, armor class, attack bonus (for melee and ranged weapons), damage bonus (for melee and ranged weapons) | | 4 |
| Inventory pane, including worn items: armor, hands, rings, helmet, boots, belt, backpack. Equip /unequip items. | | 4 |
| Save/load a character to/from a file | | 4 |
| Map generation/edition | | 12 |
| Create a map of a user-defined size | | 4 |
| Place game elements on a map (entry point, exit point, doors, chests, monsters, ...) | | 3 |
| Distinction between game elements on the map | | 1 |
| Save/load a map to/from a file | | 4 |
| Play | | 6 |
| Select a map and character from a list of saved ones | | 3 |
| Start the game by having the player character placed on the starting point | | 1 |
| Move the character, square by square on the map | | 2 |
| End the game by having the character stepping on the exit point | | 1 |
| Use of tools | | 15 |
| Software versioning repository (history, build 1 baseline) | | 4 |
| Inline documentation (completed for each class and each method) | | 4 |
| Unit testing framework (at least 10 relevant test cases, all runnable under a single test suite) | | 4 |
| Coding standards | | 3 |
| Total | | 50 |

| Date | Evaluator | Signature |
|------|-----------|-----------|
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