

Coding Phase – ICS3U0 – Unit 6 Final Game – Self Evaluation

Coder:

Game:

Date Submitted:

Theme:

Some coding metrics:

Lines of code: Total levels: # Methods parameters or returns: # Arrays: %



Thinking: Software Development Life Cycle

Curriculum	Criteria: Use Count to Find Level	R	1	2	3	4	4+
Project Plan, Testing B4: SDLC	<input type="checkbox"/> 1 Analysis submitted by Dec 12. <input type="checkbox"/> 2 Design submitted by Dec 18. <input type="checkbox"/> 3 Download code snapshot submitted by Dec 19. <input type="checkbox"/> 4 Own pictures for game (matching own theme) complete by Dec 20/Jan 6. <input type="checkbox"/> 5 Game screen ready by Jan 6. Colours, background colour, theme evident. <input type="checkbox"/> Jan 7 checkpoint -partial movement <input type="checkbox"/> Jan 9 checkpoint – movement/wins <input type="checkbox"/> Jan 10 checkpoint – movement/wins <input type="checkbox"/> Jan 13 checkpoint - reset <input type="checkbox"/> Jan 14 checkpoint - splash <input type="checkbox"/> Jan 14 checkpoint - instruction <input type="checkbox"/> Early submissions:		5	7	8	9	11
Testing D2 : Explore CS	<input type="checkbox"/> Code ready for Alpha Test on Jan 15 <input type="checkbox"/> Your Code was Alpha Tested on Jan 15 <input type="checkbox"/> You fully Alpha Tested someone else's, with comments, on Jan 15 <input type="checkbox"/> Code ready for Code Freeze on Jan 16 (no questions/help after that point) <input type="checkbox"/> Self-evaluation is submitted by deadline (this sheet!) <input type="checkbox"/> Self-evaluation front is fully filled in. <input type="checkbox"/> Self-evaluation back is fully filled in.. <input type="checkbox"/> Code submitted by deadline (3 marks)		2	4	5	7	9
Close Project B4: SDLC	<input type="checkbox"/> No folders inside your folder: 5_LastNameFirstName <input type="checkbox"/> Folder saved to correct location <input type="checkbox"/> Folder has all code submitted <input type="checkbox"/> Folder has all pictures needed <input type="checkbox"/> Folder has no extra files – neither extra code, nor extra pictures. <input type="checkbox"/> Line count calculated correctly		1	2	4	5	6



Communication: Code Style / Screen Design

Curriculum	Criteria: Use Count to Find Level	R	1	2	3	4	4+						
Splash, Instructions, Win Screen B2 Design SW solution C2: SW Development	<table style="width: 100%; border: none;"> <tr> <td style="width: 33%; vertical-align: top;"><i>Splash:</i></td> <td style="width: 33%; vertical-align: top;"><i>Instructions:</i></td> <td style="width: 33%; vertical-align: top;"><i>Win Screen:</i></td> </tr> <tr> <td style="vertical-align: top;"> <input type="checkbox"/> Space filled <input type="checkbox"/> Picture <input type="checkbox"/> Button colour/font changed <input type="checkbox"/> Title colour/font <input type="checkbox"/> Background colour changed. <input type="checkbox"/> Consistent with other screens <input type="checkbox"/> Own theme evident </td> <td style="vertical-align: top;"> <input type="checkbox"/> Picture of game <input type="checkbox"/> More than one game pic, with arrows <input type="checkbox"/> Detailed explanation <input type="checkbox"/> Button colour/font changed <input type="checkbox"/> Title colour/font edit <input type="checkbox"/> Background colour edit. <input type="checkbox"/> Consistent <input type="checkbox"/> Own theme evident </td> <td style="vertical-align: top;"> <input type="checkbox"/> Space filled <input type="checkbox"/> Picture <input type="checkbox"/> Buttons colour/font changed <input type="checkbox"/> Title colour/font changed <input type="checkbox"/> Background colour changed. <input type="checkbox"/> Consistent with other screens <input type="checkbox"/> Own theme evident </td> </tr> </table>	<i>Splash:</i>	<i>Instructions:</i>	<i>Win Screen:</i>	<input type="checkbox"/> Space filled <input type="checkbox"/> Picture <input type="checkbox"/> Button colour/font changed <input type="checkbox"/> Title colour/font <input type="checkbox"/> Background colour changed. <input type="checkbox"/> Consistent with other screens <input type="checkbox"/> Own theme evident	<input type="checkbox"/> Picture of game <input type="checkbox"/> More than one game pic, with arrows <input type="checkbox"/> Detailed explanation <input type="checkbox"/> Button colour/font changed <input type="checkbox"/> Title colour/font edit <input type="checkbox"/> Background colour edit. <input type="checkbox"/> Consistent <input type="checkbox"/> Own theme evident	<input type="checkbox"/> Space filled <input type="checkbox"/> Picture <input type="checkbox"/> Buttons colour/font changed <input type="checkbox"/> Title colour/font changed <input type="checkbox"/> Background colour changed. <input type="checkbox"/> Consistent with other screens <input type="checkbox"/> Own theme evident		6	9	14	17	20
<i>Splash:</i>	<i>Instructions:</i>	<i>Win Screen:</i>											
<input type="checkbox"/> Space filled <input type="checkbox"/> Picture <input type="checkbox"/> Button colour/font changed <input type="checkbox"/> Title colour/font <input type="checkbox"/> Background colour changed. <input type="checkbox"/> Consistent with other screens <input type="checkbox"/> Own theme evident	<input type="checkbox"/> Picture of game <input type="checkbox"/> More than one game pic, with arrows <input type="checkbox"/> Detailed explanation <input type="checkbox"/> Button colour/font changed <input type="checkbox"/> Title colour/font edit <input type="checkbox"/> Background colour edit. <input type="checkbox"/> Consistent <input type="checkbox"/> Own theme evident	<input type="checkbox"/> Space filled <input type="checkbox"/> Picture <input type="checkbox"/> Buttons colour/font changed <input type="checkbox"/> Title colour/font changed <input type="checkbox"/> Background colour changed. <input type="checkbox"/> Consistent with other screens <input type="checkbox"/> Own theme evident											
Theme, Game B2: Design SW solution	<input type="checkbox"/> Background colour changed on Game Screen <input type="checkbox"/> Custom colour is used: Line: <input type="checkbox"/> One cohesive background colour on all screens. <input type="checkbox"/> One cohesive button colour on all screens. <input type="checkbox"/> Pictures are all the same style. Made yourself. Not starter-code pictures. <input type="checkbox"/> Screen is resized well, all of the game AND status bar fits school computers. <input type="checkbox"/> No large empty spaces on any screens. <input type="checkbox"/> Extremely visually appealing. Used own theme.		2	4	6	7	8						

Comments	<input type="checkbox"/> 3 Title comments filled in: Name, Date and Purpose at the top <input type="checkbox"/> No large sections of blank lines to pad line count. Not double spaced.		3	4	5	8	10
A4. Code Maintenance	<input type="checkbox"/> ActionPerformed is broken down into many methods <input type="checkbox"/> No method is over 30 lines <input type="checkbox"/> Comments before each array <input type="checkbox"/> Comments before each screen edited to reflect your program <input type="checkbox"/> Comments before each if in actionPerformed <input type="checkbox"/> Comments before reset, win, level up methods <input type="checkbox"/> Comments before other methods <input type="checkbox"/> Comments are throughout the program, right to end <input type="checkbox"/> Code is indented correctly.						



Application: Program Constructs

Curriculum	Criteria: Use Count to Find Level	R	1	2	3	4	4+
Gameplay	<input type="checkbox"/> Array/Grid has your own pictures in it. Not the default pictures. <input type="checkbox"/> Level 1 is complex and well designed. Matches your own theme. <input type="checkbox"/> Can move.		6	8	10	14	16
A1. Data Types	<input type="checkbox"/> Turns/Choices Indicated on the screen <input type="checkbox"/> Score/Level information is indicated on the screen						
A2. Control Structures	<input type="checkbox"/> Restrictions to movement Line: <input type="checkbox"/> If statements to handle edge guards Line: <input type="checkbox"/> Disables buttons as needed Line:						
B3. Design Algorithms	<input type="checkbox"/> Has a reset button that works <input type="checkbox"/> Player can win: show status or another screen or pop up <input type="checkbox"/> Levels. How many additional? Line: <input type="checkbox"/> Reset button works on additional levels <input type="checkbox"/> One screen updated to hold additional levels; no multiple screens <input type="checkbox"/> Photoshop Own Pics: For what?..... <input type="checkbox"/> Switch: Line: <input type="checkbox"/> ? Operator: Line: <input type="checkbox"/> Do/While Loop: Line: <input type="checkbox"/> Files: For what?..... Line: <input type="checkbox"/> 3D array. For what?..... Line: <input type="checkbox"/> Own: new code: <input type="checkbox"/> Own: new code: <input type="checkbox"/> Own: new code: <input type="checkbox"/> Own: new code: <input type="checkbox"/> Outstanding use of array functions						
Modularity: Widgets, Methods	<input type="checkbox"/> JButtons <input type="checkbox"/> JLabels <input type="checkbox"/> Widgets Formatted: Line: <input type="checkbox"/> For Loops: Line:		4	6	7	9	11
A3. Sub Programs	<input type="checkbox"/> Return Types Line:, Method: <input type="checkbox"/> Parameters Line: Method:						
B1. Problem Solving Strategies	<input type="checkbox"/> Panels used to arrange screens. Line: <input type="checkbox"/> Nested Panels used to arrange screens. Line: <input type="checkbox"/> OptionPane (Pop up) Line: <input type="checkbox"/> Sound: Line: <input type="checkbox"/> Menu: Line: <input type="checkbox"/> Progress Bar: Line: <input type="checkbox"/> Pull Down/Combo Box: Line: <input type="checkbox"/> Radio Buttons: Line: <input type="checkbox"/> Checkbox: Line: <input type="checkbox"/> TextArea: Line: <input type="checkbox"/> Password Field: Line: <input type="checkbox"/> Mouse Overs: Line: <input type="checkbox"/> Own: new code: <input type="checkbox"/> Own: new code: <input type="checkbox"/> Own: new code: <input type="checkbox"/> Own: new code:						
	<div style="border: 1px solid black; padding: 5px;"> Rush Hour Insert <input type="checkbox"/> 1. Own Pics (2) <input type="checkbox"/> 2 Can't go through other cars <input type="checkbox"/> 3 Add walls <input type="checkbox"/> 4 Add 1 piece car Up/ down <input type="checkbox"/> 5 Add 1 piece car left/right <input type="checkbox"/> 6 Time </div>						
	<div style="border: 1px solid black; padding: 5px;"> Sokoban Insert: <input type="checkbox"/> 1. Own Pics (2) <input type="checkbox"/> 2. Pickups <input type="checkbox"/> 3. Food <input type="checkbox"/> 4 Ice <input type="checkbox"/> 5 Poison <input type="checkbox"/> 6 Monster <input type="checkbox"/> 7 Sleeper <input type="checkbox"/> 8 Booster <input type="checkbox"/> 9 Hatching <input type="checkbox"/> 10 Portal Connect 4 Insert <input type="checkbox"/> 1 Own Pics <input type="checkbox"/> 2 Blocker <input type="checkbox"/> 3 Ice <input type="checkbox"/> 4 Firecracker <input type="checkbox"/> 5 Booster <input type="checkbox"/> 6 Firefly </div>						
	<div style="border: 1px solid black; padding: 5px;"> Chess Insert: <input type="checkbox"/> 1. Own Pictures (3) <input type="checkbox"/> 2. Knight movement <input type="checkbox"/> 3. King movement <input type="checkbox"/> 4 Bishop movement <input type="checkbox"/> 5 Queen movement <input type="checkbox"/> 6 Pawn Kill Diagonal <input type="checkbox"/> 7 Pawn Promotion <input type="checkbox"/> 8 Calculate piece values <input type="checkbox"/> 9 Castling <input type="checkbox"/> 10 En passant <input type="checkbox"/> 11 Stalemate/draw <input type="checkbox"/> 12 Concede/give up <input type="checkbox"/> 13 Check <input type="checkbox"/> 14 Checkmate <input type="checkbox"/> 15 Restrict while in check </div>						
	<div style="border: 1px solid black; padding: 5px;"> Flow Free Insert: <input type="checkbox"/> 1. Own Pics <input type="checkbox"/> 2.Extra Colour <input type="checkbox"/> 3.Shows selected piece <input type="checkbox"/> 4 Points <input type="checkbox"/> 5 Bridge <input type="checkbox"/> 6 Time 2048 Insert <input type="checkbox"/> 1 Own Pics <input type="checkbox"/> 2 Down <input type="checkbox"/> 3 Right <input type="checkbox"/> 4 Left <input type="checkbox"/> 5 Points <input type="checkbox"/> 6 Lose <input type="checkbox"/> 7 Win </div>						

Reflection Phase – ICS3U0 – Unit 6 Final Project

Name: Game:

Please keep in mind that these levels and marks won't influence my marking of your project. The intention is that you consider your own performance. And, yes, it is difficult to mark yourself.

A. Based on the rubric, what mark do you think you will earn? %

B. Rate your time management during the project. Level

C. Rate your use of class time during the project. Level

D. Is there anything I need to keep in mind while marking?
(minor errors to avoid, problems that occur ... *a blank is perfectly fine here.*)

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E. What is your most impressive game feature? Explain.

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F. What are two additional things that you are proud of in your game?

1.

2.

G. What are two things you would change if you had to do the project again?

1.

2.

H. Identify the programming construct that was the most powerful in your project: Loops, Methods, Arrays, Applets (GUI), Ifs. Explain your choice.

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I. Identify your favourite lesson in the course (eg. 2.6 Johnson or 1.11 Ifs & Flow Charts or whatever from the website). Explain your choice. Alternatively, pick the most important lesson in the course and explain your choice.

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