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| **ID** | **Name** | **Comments** | **Mark (/100)** |
| 981744 | I. Alswaidan | The presentation of your report is OK with a nice contents page and satisfactory English. However, your use of references is incorrect. Also, your report reads like a user manual rather than a technical document. I didn’t understand the difference between the Deck and Cards classes. Is there a separate class for a single Card? Why no Player class? You have made good use of pseudo code to describe algorithms. I thought your code was too long and over complex. It is not clear how you have implemented networking in your report. Did you use object serialization? Good use of screenshots throughout. Excellent demonstrated functionality. You have no conclusions or summary section at the end of your report. | 67 |

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| **ID** | **Name** | **Comments** | **Mark (/100)** |
| 995347 | I. Khan | Good presentation of your report with a contents page and page numbering. No clear description of the design especially of classes related to the card game itself. Are the gin rummy classes and server classes integrated into a complete working application as they exist in separate folders on the presented cd. Little use of pseudo code to explain algorithms. Some working functionality has been demonstrated but no evidence has been presented of a completely working application. Good use of screenshots and a good conclusion/summary discussion. | 61 |

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| **ID** | **Name** | **Comments** | **Mark (/100)** |
| 1055062 | P. Ramjee | Nicely presented report with a contents page and page numbering. Good use of English and concise style. Your design is cumbersome. Card should be a simple class which you have confused with the functionality of the Deck class. It is hard to figure out an overall description of your design as you haven’t clearly presented it. Your implementation is over complex with improper use of pseudo code. But at least your code is well commented! You have demonstrated some program functionality with a nice GUI and correct user interaction but no multithreading. Very good testing with a tabulated test specification and good use of screenshots. Rather minimal conclusions but you have at least attempted some discussion and summary. | 58 |

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| **ID** | **Name** | **Comments** | **Mark (/100)** |
| 1048106 | A. Paul | Good presentation with contents page and page numbering. English and grammar OK. Incorrect use of references. Tables 1 and 2 not necessary. Odd looking design. Why have you included networking objects in the game class? I don’t know why you have included 2 ArrayList objects in your deck class. You haven’t used pseudo code correctly to specify your algorithms. Complex inefficient code. I don’t like the use of huge switch statements! Some functionality but no multithreading implemented. Single player only demonstrated. Good effort with the testing and some attempt at a test specification. Nice use of screenshots. Minimal conclusions given. You have obviously found the assignment challenging but I’m sure you have gained a lot from it. | 52 |

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| **ID** | **Name** | **Comments** | **Mark (/100)** |
| 1045934 | S. Ali | Very nicely presented with a good contents page, page numbering and clear diagrams. You have included a good design overview and your design diagrams were informative. Maybe I would have liked a bit more design discussion and justification. Neat code and good use of dll’s. Your pseudo code, although detailed, doesn’t show control flow. Also there is not much written about how client server communication is synchronized. I liked your sequence diagrams though which had sufficient detail. Full functionality demonstrated with some extended features. Excellent systematic testing with good use of screenshots. Some discussion of extensions in the conclusion. A good effort overall. | 75 |

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| **ID** | **Name** | **Comments** | **Mark (/100)** |
| 1055892 | P. Dolinski | Very nice presentation. Contents page and page numbering. Concisely written and English is fine. Nice tight design with good class structure and the use of UML. Excellent use of pseudo-code for algorithm description. Full functionality and a complete system has been implemented including autonomous play. Testing ok with the use of screenshots but I would have liked to have seen a formal test plan. Conclusions and summary are fine. | 79 |

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| **ID** | **Name** | **Comments** | **Mark (/100)** |
| 1038189 | C. Su | Your report is rather brief and lacks detail. No contents page or page numbering. You have an interesting design especially the class representing client/server messages. I like this idea. Your design overview is OK and the rest of your design is sound. Only a brief description of implementation but some use of pseudo-code. Almost complete functionality with a few loose ends to tie up but interactive play only. Rather minimal testing with a few screenshots but no systematic testing. Good summary and concluding remarks. | 55 |

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| **ID** | **Name** | **Comments** | **Mark (/100)** |
| 1011152 | L. Akberzadeh | Well presented including page numbers and a contents page. Only a basic design but the class structure is sensible. But there are no design diagrams. Some use of pseudo-code but only simple algorithms have been described. Basic functionality only. No networking or multi threading. No use of a systematic test plan and only ad hoc testing and no screenshots. Reasonable concluding remarks about possible system improvement. | 51 |

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| **ID** | **Name** | **Comments** | **Mark (/100)** |
| 740270 | M. Hussain | Good presentation with a contents page and page numbering. Nice clear diagrams. Sensible separation of classes and a nice simple design. Good use of dll’s. Also a good effort at the explanation of the win condition algorithm. Some functionality. One player only but client/server comms have been implemented. I couldn’t find any explanation of how the comms were implemented though. Excellent testing with a systematic test plan. Some concluding remarks and possible system improvements. | 58 |

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| **ID** | **Name** | **Comments** | **Mark (/100)** |
| 1043356 | X. Ma | Well written report. Concisely written. Good design overview but little detailed design explanation. Very good use of dll’s. No pseudo-code given for algorithms. Interesting comms protocol but no use of object serialization. Extended functionality and excellent achievement. Good use of screenshots for testing but no formal test plan. A short summary only for conclusions. | 65 |

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| **ID** | **Name** | **Comments** | **Mark (/100)** |
| 1053949 | A. Hamad | Well presented report with a contents page and page numbering. English is OK but don’t use first person in technical reports. Your diagrams are a bit simplistic and don’t convey much information. Your design is not really object oriented as most of the functionality is in the main method of the server class. It’s not clear from your report how you implemented client/server comms. Your should use peudo-code to describe algorithms including control flow. Your code looks cluttered and over complex. Basic functionality only. Single player but client server interaction seems to work. A good testing report with extensive use of screen shots. Good concluding remarks and summary. | 60 |

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| **ID** | **Name** | **Comments** | **Mark (/100)** |
| 1042899 | K. Wang | Your report is too brief and lacks detail. Use of page numbering but no contents page. Please don’t’ use code segments in the main text. Interesting use of design patterns. Design diagrams presented but insufficient explanation. Interesting use of LINQ queries in the game implementation but again insufficient detailed explanations of the overall implementation. Almost complete functionality but interactive mode only. Very solid testing with extensive use of screenshots. Some concluding remarks given. | 56 |

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| **ID** | **Name** | **Comments** | **Mark (/100)** |
| 978215 | K. Ma | The presentation is OK with page numbers and a contents page. The report is rather long on words and short on diagrams! The table on page 10 is unnecessary. The design is awkward. Why so much functionality in the simple card class? The code looks complex and inefficient. But you have achieved full functionality including autonomous play. Nice GUI also. Testing is OK but no test plan. Some concluding remarks which include possible improvements. | 64 |

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| **ID** | **Name** | **Comments** | **Mark (/100)** |
| 1064381 | N. Bhandari | A well presented and well organized report. Contents page and page numbering included. Sensible class design and structure and some use of design diagrams. Good use of interaction diagram also. Pseudo code for algorithm description is very detailed. Full functionality for interactive play. Useful test plan and use of screenshots. Some concluding remarks given with some comments about potential improvements. | 71 |

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| **ID** | **Name** | **Comments** | **Mark (/100)** |
| 1055714 | V. Tewari | Very well presented report. Clearly written and good diagrams. Contents page and page numbering included. Sensible class design and design diagrams appropriate. Effective use of object serialization. Good detail in implementation but I would have liked to have seen more explanations of algorithms used including pseudo-code. Full functionality including autonomous play. Testing is not supported by screenshots and is not sufficiently thorough. Good concluding remarks. | 74 |

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| **ID** | **Name** | **Comments** | **Mark (/100)** |
| 1055071 | X. Guo | Good clear presentation with good style English and grammar. Contents page and page numbers included. I can’t find any design diagrams. But your application class structure seems sensible with effective interactions. Excellent description of algorithms and use of pseudo-code. Full functionality for interactive play. Simple but effective GUI. Excellent thorough testing with extensive use of screenshots. Some concluding remarks given. | 71 |

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| **ID** | **Name** | **Comments** | **Mark (/100)** |
| 1027819 | Y. Dong | Quite well presented. Contents page and page numbering included. Your report is rather long and lacks clear diagrams. Your design is over complex and the use of a Move class in inappropriate. Methods in Move should be part of a deck of cards class. No design diagrams have been given. Some use of pseudo-code to describe algorithms but it is unclear in places. There is little detail about client server communications and how this was implemented. Full functionality including autonomous play. Test satisfactory with good use of screenshots. Minimal concluding remarks. | 60 |

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| **ID** | **Name** | **Comments** | **Mark (/100)** |
| 1055301 | D. Dorofojev | Well presented with page numbering and a contents page. English is satisfactory. The report is very descriptive and lacks clear diagrams. Little design discussion and no design diagrams presented. Also no algorithm discussion or pseudo-code. Some discussion of client server communications. Full functionality for interactive play and a nice clear GUI has been implemented. Good testing with extensive use of screenshots. Some reasonable concluding remarks given. | 62 |