

CMPT 212 (2008-1) Assignment 4 — Evaluation

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1 Evaluation

- 5 points** the dialog window to enter size opens first;
- 3 points** entering 0,0 does not let the user to continue;
- 5 points** entering 5,5 opens the main window with grid of size 5×5 ;
- 5 points** it's clearly shown which players move it is;
- 5 points** after clicking on a cell, the program marks this cell as occupied with right mark (depending on which player's turn it was);
- 5 points** clicking on already occupied cell gives a warning;
- 8 points** clicking on all 25 square without forming a winning configuration announces a draw;
- 2 points** there is a Restart button;
- 3 points** Restart resets the grid to initial empty state;
- 5 points** hitting Escape key brings the required message box;
- 6 points (2 points each)** all buttons in this message box perform the correct action;
- 5 points** restarting the program with 10,10 opens the main window with grid of size 10×10 ;
- 18 points (6 points each)** forming 5 'O' in a row somewhere in the middle of the grid (horizontally, vertically and diagonally) announces the win for the 'O'-player;
- 5 points** restarting the program with 20,20 opens the main window with grid of size 20×20 .

2 Contest

The instructor and the TA assign points between 0 and 10 based on how they feel about the graphical and user interface of the program. The three students with highest sum of the scores are chosen as the winners.