COMP-361 Systems Development Project

Evaluation Criteria for Acceptance Test and Final Handin

This is a reasonable approximation of the correction sheet that will be used during the acceptance test on April 14th. This time, the graders will have control of the game. You are still allowed and expected to narrate the evaluation. You also control the setup: you must prepare at least three networked computers with the game for the graders to evaluate your project. You can either use the school's computers, or bring your own computers.

If your team has modified the rules of the game, you have until April 3rd (in class) to submit a **paper** document explaining all your changes in details. These documented changes are binding for the acceptance test. You cannot change the rules of the games afterwards. Balance tweaks are ok, but you must inform me by email of the changes. In addition, if you feel that a correction criteria does not apply to your game, please feel free to suggest in the rule change document how the correction should be altered.

Important dates

- April 3rd, in class, last day to hand in rule changes and correction grid suggestions
- April 14th, Trottier 3rd floors, acceptance tests and final handin

Correction Criteria for Acceptance Test

For the acceptance test, it is not sufficient that a functionality be correctly implemented. Although you will get most of your points for a correct implementation, to get full points requires that the functionality be well implemented (easy to figure out, or can be explained easily).

- Start of game
  - Players can set up a networked game.
  - Players can start the game.
  - Players can play their turns.
- Phase 1
  - Players choose their fleets using a point allocation system.
  - There are at least 7 ships to choose from.
  - Players cannot buy more than 2 instances of each ship.
  - The choice of fleet should not be final until the player hits the confirm button.
- Phase 2
  - Players place the ships they purchased/built in the first phase on the game map.
  - Players can only place ships in their starting area.
  - Players can choose the orientation of their ships.
  - Players do not need to place all their ships on the field (although a warning message should warn them if they do so).
  - Placement of ships should not be final until the player hits the confirm button.
- Phase 3
  - Ships can move a limited amount of cells.
  - Ships cannot move into a cell occupied by another ship or a landmass.

- Players can chose the final orientation of a ship after a move.
  - The basic shell attack damages other ships.
  - The advance attacks damages other ships properly.
  - The advance attacks have the proper damage pattern.
  - Torpedoes are blocked by landmasses.
  - Advance attacks have the proper penalty for firing.
  - Ships sink when they run out of health.
- Power drops
  - Power drops are deposited roughtly in between all ships.
  - Power drops are visible through the fog of war.
  - A ship can pickup a power drop by naviguating over it.
  - At least two types of drops exists.
- Game Map
  - The map is composed of square cells.
  - At least 15% of map is land cells.
  - The distribution of the land cells is balanced throughout the map.
  - Maps have starting zones of at least 8x8
- Radar
  - Cone radar functions properly
  - Radius radar functions properly
- Ships
  - The following ships are included in the game : scout, radar boat, torpedo boat, destroyer, frigate, battleship and carrier.
  - Each ship has a different size (except for radar and torpedo boats)
  - At least one ship is two cell wide.
- End game
  - When a player loses all his ship, he is eliminated.
  - The game ends when only one player is left. That player is declared the winner.
- Network lobby (teams of 5)
  - Players can join the lobby easily.
  - Players can chat with other people.
  - Players can create a new game without affecting other people in the lobby.

In addition, 15% of the mark is reserved for any additional features you implement. This time, the team with the best additional features will receive full marks for this category. The rest of the teams will be rated on their features based on the top team.

Note that teams unable to present their project on time can elect to use another time slot, but at a penalty of 15%. In addition, teams unable to run the game on more than one computer (i.e. no network) face a serious point penalty. In addition, a penalty of 5% will be applied to the final grade for each crash during the presentation.

Correction Criteria for Final Handin

After the acceptance test, students are asked to hand in a copy of their code and a compiled version of their game. The preferred method of handing in this deliverable is in a standard size DVD case, with the code and the game on the optical media (CD or DVD). Doing this will earn you 50% of the grade for this handin.

The other 50% of the grade must be earned by improving on the basic handin.

+ 5%: Black&White dvd case cover

+ 10% : Color dvd case cover

+ 10% : Basic sheet insert with important keys

+ 20% : Game manual explaining how the game works

+ 30% : Incredibly detailed game manual, explaining the story of the game and how to play the game.

+ 10% : Basic installer, copies the game to a directory

+ 20% : Elaborate installer, copies the game to a directory, install all required dependencies, adds a icon to the start menu (depending on the target OS).

+ 10% : Disk includes videos (preferably avi/xvid) of game play.

+ 5 % : Disk includes a proper autostart under Windows.

Any idea to enhance the final deliverable is negociable. Note that it possible to go over 100% with this handin. Additional points will be added to the acceptance test grade in a way to be determined latter.