COMP-361 Systems Development Project

Demo Evaluation

This is a reasonable approximation of the correction sheet that will be used during the demo presentation on March 13th. As previously explained, your team is responsible for demonstrating the required features. The people evaluating you will not touch the keyboard. Just make sure your game doesn't crash during the demo. Oh, and do try to show off.

If your team has modified the rules of the game, you have until March 6th (in class) to submit a **paper** document explaining all your changes in details. These documented changes are binding for the demo evaluation, but not for the acceptance test. 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

- February 20th, in class, choosing the time slots for the demos
- March 6th, in class, last day to hand in rule changes and correction grid suggestions
- March 13th, Trottier 3rd floors, demo themselves

Correction Criteria

Players can start a two player game	Yes	Almost	No
Players can choose their ships (Phase 1) (at least 4 types available)	Yes	Almost	No
Players can place their ships on a map (Phase 2)	Yes	Almost	No
Players can start and end their turns	Yes	Almost	No
Players can move ships around (correct distance) (and it is registered by other players)	Yes	Almost	No
Players can do a basic (shell) attack (correct distance) (and it is registered by other players)	Yes	Almost	No
Players visibility is limited by fog of war (cone and radius) (and you can remove it with a cheat)	Yes	Almost	No
Collision rules are enforced	Yes	Almost	No
Players can save/resume games	Yes	Almost	No
Simple lobby system (5 students team)	Yes	Almost	No

Additional Features: