

Igel Ärgern

Game logic	/30
Correctly maintains game state	
Constructors	
Initializes from parameters (size, num. players, hedgehogs per player, obstacle type)	
Detects invalid parameters	
Initializes from file (size, location and type of each obstacle)	
Detects missing file	
Detects invalid file	
Initial hedgehog layout	
Tokens placed in column 0 only	
Detect/Prevent stacking too high	
Move sideways	
Detect/Prevent movement of wrong piece	
Detect/Prevent illegal motion target	
Move forward	
Detect/Prevent movement of wrong piece	
Detect illegal motion target	
Detect win	
Concrete Blocks prevent entry	
Deep Pits	
Prevent exit	
Allow exit when other hedgehogs catch up	
Presenter (including game flow/playability)	/15
Setup / Re-start	/5
Additional Obstacles	/10
Behavior 1 (_____)	
Behavior 2 (_____)	
Bonus Features:	/10

Name: _____

Design /15

- Model/View/Presenter separation
- Hierarchy for obstacle classes
- Exception use
- Use of private methods where appropriate
- Use of private classes where appropriate
- Method efficiency
- Other

Testing /15

Penalties

- Poor commenting
- Poor / incomplete javadoc
- Printed source code missing/messy
- Poor testing

Total: /100