

# CS 163 Project 4, Winter 2012

## Igel Ärgern

### Tier 1

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Correctly maintains game state

Constructors

Initializes from parameters

(size, num. players, hedgehogs per player, obstacle type)

Detects invalid parameters

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

Die

### Tier2

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Deep Pits

Prevent exit

Allow exit when other hedgehogs catch up

### Tier 3: Additional Obstacles

/10

Behavior 1 (\_\_\_\_\_)

Behavior 2 (\_\_\_\_\_)

Name: \_\_\_\_\_

Design

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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