

# CS 163 Project 4, Winter 2012

## Igel Ärgern

Tier 1 /45

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 /15

Deep Pits

Prevent exit

Allow exit when other hedgehogs catch up

Tier 3: Additional Obstacles /10

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

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

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

Design /15  
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