# COMP 345 Assignment 3 Grading Schema

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## General Requirement

1. All demos should take place under the Demo Guideline, if you didn't read it before I strongly suggest you go and read it.
2. All the features from assignments 1 and 2 should be working.
3. Official game rules should be followed at all times.
4. No hard-code is allowed, any hard-code program will directly result in zero mark for that part (hard-code means you can't not hard code any fixed output for part 2 and part 3, they should be updated dynamically).

## Non-implementation Part (8 points)

- Knowledge/correctness of game rules (2 points)
  - Incorrect knowledge of official game rules during the demo or incorrect implementation of rules in the presented code will result in mark deduction.
- Modularity/simplicity/clarity of solution (2 points)
  - Data structures should be appropriate, simple and clear. If a team has difficulties explaining their solution, it will be considered unclear.
- Proper use of language/tools/libraries (2 points)
  - .h and .cpp files should be correctly used.
- Code readability (2 points)
  - Improper naming, messy code layout, commented-out code, etc. will result in mark deduction.

## Implementation Part (12 points)

### Part 1 (4 points)

1. The program must have a obvious structure of Strategy Pattern; (1 points)
2. Your test driver should be able to clearly demo the human player, aggressive computer player and benevolent computer player; (each kind of player's implementation is 1 point, total 3 points, each kind of player should be implemented as a separate Strategy object.)
3. You should be able to explain which component in your program represents which part in the pattern model;

4. The definition of weakest country is the country with the least number of armies (if you have multiple weakest countries, you can pick one of them to reinforce);

**Part 2 (4 points)**

1. The program must have a obvious structure of Observer Pattern; (1 points)
2. You should be able to explain which component in your program represents which part in the pattern model; (1 point)
3. You should prepare at least two different game scenarios to show your program can output the information dynamically; (2 points)

**Part 3 (4 points)**

1. The program must have a obvious structure of Observer Pattern; (1 point)
2. You should be able to explain which component in your program represents which part in the pattern model; (1 point)
3. You should provide at least two test cases to show that your statistics will be dynamically updated when the game go further; (2 points)