

## Software Development 2

### SET11103

	Mark	Possible
Programming style	53	70
Junit test	9	10
Report	9	10
Response to questions	8	10
	79	

#### **Design of swamp**

Your enemies know where they are by having x and y properties, rather than knowing where they are by location in the swamp.

#### **Polymorphic programming**

Very good.

#### **Programming style**

Very good, not too complicated, for a change!  
Good use of exceptions.

#### **Junit test**

A good comprehensive set of JUnit tests.

#### **Extensibility**

Your extensibility has been made easier because of design of an ArrayList of Enemies

#### **Report**

Very comprehensive, well done.

#### **Response to questions**

Very good.