

COP 3337		Assignment 4: Interfaces	
		100	Jenny B. Goode
<u>InteractiveGame</u>	<u>25</u>		
Abstract methods	10	10	<i>All required methods</i>
Deadline	15	15	<i>Completed by Sunday 10/29</i>
<u>Nim</u>	<u>65</u>		Must implement InteractiveGame Interface
<u>Instance Variables</u>			
as specified	2	2	<i>no extraneous</i>
<u>Constructor</u>			
<i>pileSize</i>	3	3	<i>random 10 .. 100</i>
<i>playSmart</i>	1	1	<i>via parameter</i>
<i>playersTurn</i>	1	1	<i>via parameter</i>
<i>gameRecord</i>	5	5	<i>Initial game status</i>
<u>Computer Play</u>			
random play	3	3	<i>legal move</i>
smart play	10	10	<i>implements textbook algorithm</i>
smart play	5	5	<i>algorithm extendible to any pile-size</i>
<u>Human Play</u>			
prompt	5	5	<i>sufficient to allow player to make a legal intelligent move</i>
legality	5	5	<i>checks for, and rejects illegal moves</i>
repeats	5	5	<i>repeats until legal move entered</i>
<u>Game Update</u>			
pile	5	5	<i>pileSize updated correctly</i>
turn	5	5	<i>player turns rotated correctly</i>
status	5	5	<i>record updated to completely describe game state</i>
termination	5	5	<i>correct termination, winner decided</i>
<u>Documentation</u>	<u>10</u>		
ID Paragraph	5	5	
Comments	5	5	