

# Player Submission

EECS 2311 - Software Development Project



Wednesday, March 1, 2017

# Player submission details

- Rubric posted on the course website
- Four grade components
  1. Requirements document
  2. Testing document
  3. Player file format
  4. Implementation

# Simulator submission process

1. Create a .zip or .jar that contains the following:
  - All grade components from the previous slide including the code
  - A README.txt that
    - Explains the contents of the zip file
    - Provides a link to your github repository

# Simulator submission process

2. Email the zip file to [bil@cse.yorku.ca](mailto:bil@cse.yorku.ca) by 11:59pm on Mar 7
  - Only one email per team
  - Include your team number in the subject
3. Each student must also send me a private email with an assessment of their teammates' contributions

# Issues to address

- How does the Player know where the file containing the scenario is?
- Is the flowchart of the scenario only in the file?
- What happens if the scenario addresses a button that does not exist?
- Have you tested each method individually, as well as the whole Player app with different scenarios?