

Phase 3 Implementation Rubric

Destination Cards: 10 percent (2 each)

- Can't perform other turn actions once this turn option is chosen
- Discard at most 2 cards
- Chosen cards are added to player
- Chosen cards are removed from the deck
- Ends turn appropriately

Train Cards: 28 percent (4 each)

- Face-up train cards are replaced after they are drawn
- Can't perform other turn actions once chosen 1 card is drawn
- Can draw 2 train cards if they are face down or non locomotives
- Cannot draw face-up locomotive once 1 train card has been drawn
- Can draw 1 face up locomotive on first card draw
- Face-up cards shuffle if 3 locomotives are face-up
- Ends turn appropriately

Claim Route: 28 percent (4 each)

- Cannot claim a route unless one has required resources
- Claiming a route takes away the correct resources
- Claiming a route awards the proper amount of points
- Cannot claim an already claimed route
- Non-colored route allows you to choose which color to use
- Ends turn appropriately
- Double Route Rules correctly applied (cannot claim the 2nd double route if there are less than 4 players and 1 player cannot own both routes)

Game Over Screen: 22 percent (+8 extra credit)

- Winner is indicated: 2 percent
- Total amount of points each player has is shown: 2 percent
- Completion of Destination Cards is correctly calculated: 10 percent
 - Points from Completed Destination Cards shown: 2 percent
 - Points from Uncompleted Destination Cards shown: 2 percent
- 'Longest Path' correctly calculated, awarded, and indicated (+8 points if calculated using longest continuous path ***instead of most routes claimed***): 2 percent

- Game can no longer be played: 2 percent

Other: 12 points

- Turn order is correctly done (When one person's turn is finished, the turn advances to the next player) : 6 percent
- Game history accurately reflects players' actions: 6 percent

Constraints

- State Pattern is implemented properly: 10 percent
- Bugs reported from Testing Assignment are fixed: 10 percent