# Phase 4 Implementation Rubric

**Dynamically loading Plugins: 20 percent**
- Plugins are registered in a config file or another dynamic way: 3 percent
- Server reads in info from command line which selects desired plugin: 2 percent
- Plugin classes are properly dynamically loaded: 10 percent
- Server properly calls plugin classes' functionality: 5 percent

**Clients do not crash when Server is down/restarted: 10 percent**

**Relational Database: 20 percent**
- Database stores information as indicated by server: 8 percent
- Database properly restores server data upon restarting: 10 percent
- Database properly clears: 2 percent

**Non-relational Database: 20 percent**
- Database stores information as indicated by server: 8 percent
- Database properly restores server data upon restarting: 10 percent
- Database properly clears: 2 percent

**Checkpoints + Delta Implemented: 10 percent**

- Incremental changes are stored as commands rather than rewriting and storing the entire 'game blob': 4 percent
- When the delta is reached, stored commands are cleared and the 'game blob' is rewritten and stored: 4 percent
- Delta variable is initialized via command line parameter: 2 percent