

Phase 1 Design Rubric

Sketches of login and lobby views: 10 percent

UI sketches for views related to login, the game-list, and the game-lobby

Sequence Diagram: 10 percent

UML sequence diagram for the Login scenario. (starts from user input and ends with updating the view)

English Writeups: 20 percent

1. Description of your web API operations (login, register, join/create game): 8 points
 - a. GET or POST, request body, response body, URL (query parameters if you have them)
2. Description of how you will keep the game list up-to-date: 7 points
3. Description of how you will use authentication: 5 points

Pattern Descriptions: 16 percent

1. How did you use Facade Pattern and how does it benefit your design? (be specific and give examples of how it helps which classes in what way): 10 points
2. Did you use the generic command strategy or use individual commands? Why did you choose that strategy over the other?: 6 points

UML: 44 percent

Views and Presenters: 10 percent

Presenters with their interfaces (Indicate that the presenters are observers): 5 points

Views with their interfaces: 5 points

Model: 10 percent (content for designs may vary)

Client model

Server model

Façade(s) (perhaps an outgoing and an incoming façade)

Observables

IServer: 5 percent (content for designs may vary)

IServer, ServerFacade, and ServerProxy.

IClient: 5 percent (content for designs may vary)

IClient, ClientFacade, ClientProxy (Command manager), and any associated classes

Communication: 5 percent

Client Communicator: 2 points

Handlers: 2 points

Server (Communicator) class: 1 point

Commands: 9 percent (content for designs may vary)

UML or English explanation of data members/parameters for the following commands:

Register, Login, Create Game, Join Game Commands: 8 points (2 each)

Command Interface: 1 point