Phase 1 Implementation Rubric

Pass-off: 75 percent

Register: 20 percent
    valid register: 10 points
    cannot re-register (same username): 6 points
    invalid input: 4 points

Login: 20 percent
    valid login: 10 points
    invalid login (wrong password): 4 points
    invalid login (user does not exist): 4 points
    invalid input: 2 points

Create Game: 20 percent
    create 1 game (shows up on all emulators): 8 points
    create more than 1 game: 6 points
    invalid input (<2 players, >5 players, null game name): 6 points

Join Game: 10 percent
    valid join: 7 points
    invalid join (game is full): 3 points

Start Game: 5 percent
    valid start with toast: 3 points
    cannot start game with only 1 player: 2 points

Code Patterns: 25 percent

Model-View-Presenter: 15 percent
    Model: 5 points
    View: 5 points
    Presenter: 5 points

Observer: 5 poipercentnts
    Observable: 3 points
    Observer: 2 points

Façade: 5 percent
    Presenters call façade: 3 points
    Commands (if applicable) call façade: 2 points