

# Phase 2 Design Rubric

## **Sketch of game play views: 30 percent**

Face-up cards and decks (face-down and destination decks with # cards they have): 5 percent  
Destination card selection (3 cards, indicate selection, submit button): 5 percent  
Player's own train cards and destination cards: 5 percent  
Player info (score, train cards, destination cards, cars left, turn indicator): 5 percent  
Chat/Game History: 5 percent  
Board Map: 5 percent

## **Sequence Diagram: 30 percent**

1. Depiction of the whole flow for selecting/discarding Destination Cards at the start of a game: 15 percent (Assume the client has already received the 3 cards from the server)
2. Depiction of the whole flow for adding to and updating the chat history (starts with clicking send message button, goes to server and back, ends with observer pattern updating GUI): 15 percent

## **UML: 40 percent**

Model Classes: 15 percent (3 each)

Game  
Route  
Destination Card  
Train Card  
Player

Command Classes: 15 percent

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

Draw Destination Card Command(s): 7 percent  
Start Game Command: 4 percent  
Chat Command: 4 percent

View and Presenters: 10 percent

Views and Presenters that correspond to the sketches