

Phase 3 Design Rubric

UI Sketches: 10 percent

Sketch of 'Game Over' view (winner indicated, players' names, players' total points, points gained from DC, points lost from DC, 'Longest Path' award)

English Writeups: 40 percent

1. How you will implement the state pattern (your states, what each state can do, what the transitions are between your states, how the correct state object will be created/installed): 20 percent
2. How you will manage commands on the server : 10 percent
3. How will you properly handle the following rules: a) One cannot draw a faceup locomotive after drawing one train card b) One cannot take other actions once you have drawn a card c) One cannot take other actions once you have drawn destination cards, but not discarded or selected them: 10 percent

Sequence Diagram showing Claim Route functionality: 10 percent

Starts with input by views and ends with the views being updated. (includes how the input is interpreted by state, how commands are passed to the server and back to the client, how the model is updated, etc)

UML: 40 percent

Views and Presenters: 10 percent

"Game Over" view and presenter

"Game Play" presenters

State Pattern Classes: 15 percent

Interface or Abstract State Class

Concrete State classes

Commands Classes (client and server): 15 percent (3 each)

Server-side command management classes (command queueing, etc.)

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

Draw Train Card Command

Claim Route Command

Last Round/End Game Command(s)

Game History Command