

# Phase 4 Design Rubric

## English Writeups: 35 percent

- **Persistence Provider: 20 percent**

1. Which technologies will you be using: 5 points
2. Explain how you will store all user account and game information: 5 points
3. Explain in detail how you will implement the “checkpoint plus deltas” approach for storing game state: 5 points
4. For your relational database provider, include the schema for your tables (ie CREATE TABLE statements): 5 points

- **Plugin Pattern: 15 percent**

1. How will plugins be registered with your server: 5 points
2. How will it load them: 5 points
3. How will the current persistence provider be accessed by classes that need to interact with the persistence subsystem: 5 points

## UML: 35 percent

Interfaces for plugins (persistence provider): 10 points

Concrete Relational Database Plugin classes: 10 points

Concrete non-Relational Database Plugin classes: 10 points

Classes or functions related to Plugin Implementation: 5 points

## Patterns: 30 percent

Explain the patterns and how you are planning on using them in your project

1. Factory Pattern: 15 points
2. DAO Pattern: 15 points