Phase 2 Grading Rubric

The features of the project are listed below with their respective point values. They are split up into the Core of the project and then extra features you can choose to add on top of them. You must complete all the core features before you can receive credit for the extra features. Completing only the bare minimum will get you 70%. There are a total of 110 points available, giving you the possibility of getting an extra 10% on this phase.

Core Features (these must be implemented in order to get a score better than 70):

1. Login Controller
   ___ Login (2 points)
   ___ Register (2 points)

2. Join Game/Player Waiting Controllers
   ___List (5 points)
   ___Create Game( 7 points)
   ___ Join Game(7 points)

3. Map Controller/Poller
   ___Setup Phase (12 points)- the board is generated correctly and the setup phase goes through 2 rounds in the correct order.
   ___Map Update(10 points) – When a player makes a move the map is updated on all 4 players screens.

4. Map/ResourceBar Controller
   ___build road(6 points)-you are able to see how many roads the player has left, and are able to build a road if the constraints are met.
   ___build settlement(6 points)-you are able to see how many settlements the player has left on the ResourceBar Controller and are able to build a settlement if the constraints are met.
5. Roll Controller
   ___roll(2 points) – the players can roll the dice and send that number to the server.

6. TurnTracker Controller
   ___finishturn(1 point) – the current player can finish his turn, moving it to the next player in line.
   ___endgame(2 points) - the game ends when a player has reached 10 points

7. Points Controller
   ___the points are displayed correctly(1 point)
   ___longest road(2 points) – the player with the most roads placed has his 2 extra points

7. MaritimeTrade Controller
   ___4 to 1 trading(5 points) – the current player can make a 4 to 1 trade with the bank on his turn.

Extra Features(40 points total):

1. ResourceBar/DevCard Controller
   ___Buy devCards(2 points) – the current payer can buy development cards and have them show up in his play dev card view.
   ___play monument(1 point)
   ___play monopoly(2 points)
   ___play year of plenty( 2 points)
   ___play road builder(5 points)
   ___build city(1 point)

2. Domestic Trade Controller
   ___fully implement Domestic trading(8 points)
3. Discard Controller
   ___ implement discard on a 7 roll (5 points)

4. Robber
   ___ implement the robber (5 points)
   ___ play soldier (2 points) – implement the play soldier card (robber needs to work first)
   ___ largest army (1 point) – implement the victory points for having the largest army

5. Maritime Trade Controller
   ___ implement port trading ratios (5 points)

6. Chat / History Controller
   ___ implement chat and game history (1 point)