Phase 2 Implementation Rubric

Destination Cards: 20 percent

- Each player receives 3 destination cards at the start of the game: 10 percent
- Selected cards are added to the hand; discarded ones are not: 8 percent
- Returns up to maximum of 1 to the server: 2 percent

Initialized Game: 20 percent

- Players from lobby are in game: 6 percent
- Each player has 4 random (top of a shuffled deck) train cards from server: 7 percent
- Face-up Deck is initialized by random cards from the server: 7 percent

Views: 18 percent (3 each)

- Current player's specific train cards are shown
- Current player's destination cards are shown
- Other Players Stats shows: points, # train cards, # destination cards, # trains remaining
- A player's turn is somehow indicated (whose turn is it)
- Destination Deck and Facedown Deck show how many cards they have
- Chat is displayed

Map: 7 percent

- All routes and cities are correctly on the map

Animations: 35 percent

- Chat works: 10 percent
- Claimed routes indicate who they are owned by and match model: 10 percent
- Face-up deck cards can change and match model: 3 percent
- Face-down deck and Destination deck # of cards can be changed and match model: 2 percent
- Train Card Hand of current player can change and match model: 2 percent
- Destination Card Hand of current player can change and match model: 2 percent
- Other players stats (points, #train cards, #dest cards, #train remaining) can be changed and match model: 4 percent
- Turn Indicator can be changed and matches model: 2 percent