Phase 4 Implementation Rubric

<u>Dynamically loading Plugins: 25 percent</u>
- Plugins are registered in a config file or another dynamic way: 4 percent
- Server reads in info from command line which selects desired plugin: 2 percent
- Plugin classes are properly dynamically loaded: 12 percent
- Server properly calls plugin classes' functionality: 7 percent

<u>Clients do not crash when Server is down/restarted: 10 percent</u>

<u>Relational Database: 25 percent</u>
- Database stores information as indicated by server: 10 percent
- Database properly restores server data upon restarting: 12 percent
- Database properly clears: 3 percent

<u>Non-relational Database: 25 percent</u>
- Database stores information as indicated by server: 10 percent
- Database properly restores server data upon restarting: 12 percent
- Database properly clears: 3 percent

<u>Checkpoints + Delta Implemented: 15 percent</u>

- Incremental changes are stored as commands rather than rewriting and storing the entire 'game blob': 6 percent
- When the delta is reached, stored commands are cleared and the 'game blob' is rewritten and stored: 6 percent
- Delta variable is initialized via command line parameter: 3 percent