

# Phase 1 Design Rubric

## **Sketches of login and lobby views: 10 percent**

UI sketches for views related to login, the game-list, and the game-lobby

## **Sequence Diagram: 10 percent**

UML sequence diagram for the Login scenario. (starts from user input and ends with updating the view)

## **Technologies: 5 percent**

What technologies/languages will you be using? (Android Studio, Vue, something else, etc)  
How many people in your group are familiar with these technologies?

## **English Writeups: 17 percent**

1. Description of your web API operations (login, register, join/create game): 8 points
  - a. GET or POST, request body, response body, URL (query parameters if you have them)
2. Description of how you will keep the game list up-to-date: 7 points
3. Description of how you will use authentication: 2 points

## **Pattern Descriptions: 10 percent**

1. How did you use Facade Pattern and how does it benefit your design? (be specific and give examples of how it helps which classes in what way): 5 points
2. Did you use the generic command strategy or use individual commands? Why did you choose that strategy over the other?: 5 points

## **Task Breakdown: 10 percent**

*For each task in your project explain:*

Who is doing it

What are the prerequisite tasks (what needs to be done before this)

Start Date

End Date

## **UML: 38 percent**

### Views and Presenters: 10 percent

Presenters with their interfaces (Indicate that the presenters are observers): 5 points

Views with their interfaces: 5 points

Model: 10 percent (content for designs may vary)

Client model

Server model

Façade(s) (perhaps an outgoing and an incoming façade)

Observables

IServer: 3 percent (content for designs may vary)

IServer, ServerFacade, and ServerProxy.

IClient: 3 percent (content for designs may vary)

IClient, ClientFacade, ClientProxy (Command manager), and any associated classes

Communication: 2 percent

Handlers: 1 points

Server (Communicator) class: 1 point

Commands: 10 percent (content for designs may vary)

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

Register, Login, Create Game, Join Game Commands: 8 points (2 each)

Command Interface or Generic Command Class: 2 point