

# Phase 1 Implementation Rubric

## **Pass-off: 75 percent**

### Register: 20 percent

- valid register: 10 points
- cannot re-register (same username): 6 points
- invalid input: 4 points

### Login: 20 percent

- valid login: 10 points
- invalid login (wrong password): 4 points
- invalid login (user does not exist): 4 points
- invalid input: 2 points

### Create Game: 20 percent

- create 1 game (shows up on all emulators): 8 points
- create more than 1 game: 6 points
- invalid input (<2 players, >5 players, null game name): 6 points

### Join Game: 10 percent

- valid join: 7 points
- invalid join (game is full): 3 points

### Start Game: 5 percent

- valid start with toast: 3 points
- cannot start game with only 1 player: 2 points

## **Code Patterns: 25 percent**

### Model-View-Presenter: 15 percent

- Model: 5 points
- View: 5 points
- Presenter: 5 points

### Observer: 5 percent

- Observable: 3 points
- Observer: 2 points

### Façade: 5 percent

- Presenters call façade: 3 points
- Commands (if applicable) call façade: 2 points