

Phase 2 Design Rubric

Sketch of game play views: 30 percent

Face-up cards and decks (face-down and destination decks with # cards they have): 5 percent
Destination card selection (3 cards, indicate selection, submit button): 5 percent
Player's own train cards and destination cards: 5 percent
Player info (score, train cards, destination cards, cars left, turn indicator): 5 percent
Chat: 5 percent
Board Map: 5 percent

Sequence Diagram: 20 percent

1. Depiction of the whole flow for selecting/discarding Destination Cards at the start of a game: 10 percent (Assume the client has already received the 3 cards from the server)
2. Depiction of the whole flow for adding to and updating the chat history (starts with clicking send message button, goes to server and back, ends with observer pattern updating GUI): 10 percent

UML: 40 percent

Model Classes: 15 percent (3 each)

Game
Route
Destination Card
Train Card
Player

Command Classes: 15 percent

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

Draw Destination Card Command(s): 7 percent
Start Game Command: 4 percent
Chat Command: 4 percent

View and Presenters: 10 percent

Views and Presenters that correspond to the sketches

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