

Phase 4 Design Rubric

English Writeups: 30 percent

- **Persistence Provider: 20 percent**

1. Which technologies will you be using: 5 points
2. Explain how you will store all user account and game information: 5 points
3. Explain in detail how you will implement the “checkpoint plus deltas” approach for storing game state: 5 points
4. For your relational database provider, include the schema for your tables (ie CREATE TABLE statements): 5 points

- **Plugin Pattern: 10 percent**

1. How will plugins be registered with your server: 3 points
2. How will it load them: 3 points
3. How will the current persistence provider be accessed by classes that need to interact with the persistence subsystem: 4 points

UML: 30 percent

Interfaces for plugins (persistence provider): 5 points

Concrete Relational Database Plugin classes: 10 points

Concrete non-Relational Database Plugin classes: 10 points

Classes or functions related to Plugin Implementation: 5 points

Patterns: 30 percent

Explain the patterns and how you are planning on using them in your project

1. Factory Pattern: 15 points
2. DAO Pattern: 15 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