## **Project TWO** EVALUATION RUBRIC

Program	Description	Points
Documentation	Main Comment Block contains: (author (1) and program description (1)).	2
	Comments have been added to each group of logically related statements	3
	Comments are written above each user defined function to describe what the function does	
Style	Variable:	5
	<ul> <li>Meaningful variable names are used unless specified by the program description (1)</li> <li>No global variable is used (1)</li> </ul>	
	Function	
	<ul> <li>Meaningful function names are used (1)</li> <li>Function prototypes declared above the main function and function definitions written after the main function (2)</li> </ul>	
	Indentation and white spaces are used to make the program easier to read.	4
	All the decision statements are indented properly.	
	All the repetition statements (loops) are indented properly	
	Body of the functions are indented properly	
	Blank lines are used in front of each block of logically related statements	
	Array size should be declared as a constant.	1
Correctness	Program solves the assigned problem using methods described in program description.	25
	<ul> <li>Player class has been added and implemented according to PlayerClass.h given</li> <li>An array of 4 PlayerClass objects has been created to represent the 4 players</li> <li>The main program implements the game with logic described in the project description</li> </ul>	
	Program compiles without errors.	5
	Program executes without crashing.	5
	Program produces the correct output as shown in the example program output. (The output does not have to match exactly. But the required information should be displayed on each round, as well as at the end of the game)	50
	Your program should display these on each round of the game:	
	- Who leads each game	

	<ul> <li>User's remaining cards</li> <li>Cards played by each player</li> <li>Which player gets how many points</li> <li>Each players' points</li> </ul> Also, display who wins at the end of the game	
TOTAL		100