

## CS 1520 Fall 2013 Assignment 4

**Name:** \_\_\_\_\_

### Setting up the Games:

Player logins: \_\_\_\_\_ (5)

Game connections work correctly: \_\_\_\_\_ (10)

Players placed by 2s: \_\_\_\_\_ (10)

### Playing of the game:

(Note: The following points will only be given if the actions are done on the client using JQuery/Javascript on the client and AJAX requests to server scripts)

Players alternate as MAKER and GUESSER: \_\_\_\_\_ (10)

Initial display formatted nicely (both players): \_\_\_\_\_ (5)

Generate / store new word (for MAKER): \_\_\_\_\_ (5)

Prompt / submit guess (for GUESSER): \_\_\_\_\_ (5)

Guesses processed correctly / results returned  
(server script): \_\_\_\_\_ (15)

Display updated for both players: \_\_\_\_\_ (10)

Repeat guess of same letter prevented: \_\_\_\_\_ (10)

End of round (win/loss) determined / shown: \_\_\_\_\_ (10)

**Documentation:** \_\_\_\_\_ (5)

**index.html page/Submission:** \_\_\_\_\_ (5)

**Subtotal:** \_\_\_\_\_ (105)

**Late Penalty:** \_\_\_\_\_ (-15)

**Extra Credit** \_\_\_\_\_ (10)

**Total:** \_\_\_\_\_ **(100)**