

Snake&Ladder Project Rubric

A Video submitted with the entire game played on what has been built. [6 Marks]

- If the game gets completed: 6 marks
- If the game is partial: 4 marks

UML Class Diagram [8 Marks]

- Presence of the following basic classes [0.5x6=3 marks]: Snakes, Ladders, Tokens, Players, Dice & Controller/Main
- The Snake class has a function to degrade the position of a token. [1 mark]
- The Ladder class has a function to elevate the position of a token. [1 mark]
- The token/player class has a function to initiate movement of the token. [1 mark]
- The player class has a dependency relationship with dice class for rolling it. [1 mark]
- The player class has a composition relationship with token class. [1 mark]

At least any 3 of the following App Specific Functionalities (or any other feature you come across yourself or the student implements) should be present: [3 marks]

- There is an arrow urging to click the dice [1 mark]
- The player color darkens when it's not his turn [1 mark]
- The tokens' sizes reduce when both are on a same cell [1 mark]
- There is cell-by-cell movement of tokens [1 mark]
- The dice becomes inactive until the token has completed its motion. [1 mark]
- When a snake bites a token, the token falls along the path of the snake's body. [1 mark]
- There is a popup to show the winner and the loser. [1 mark]

Appearance Closeness of any 3 of the following (or any other appearance closeness task you find yourself or the student implements): [3 marks]

[Appearance need not match perfectly. There should be an effort; that's it]

- Tokens [1 mark]
- Dice [1 mark]
- Player Display [1 mark]
- Arrow [1 mark]
- PopUp [1 mark]
- Celebration effects [1 mark]