# Ludo 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]: Tokens, Players, Dice, Home, Start-grid & Controller/Main
- The token/player class has a function to move the token. [1 mark]
- A token/player has a function to move the token of other player back to home upon reaching the same position as the other token [1 mark]
- There is class for player's area or player's path in the URL diagram. [1 mark]
- The player class has a dependency/composition 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]

- The player's dice 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 other token has completed its motion. [1 mark]
- A special motion of going back to the start-grid upon getting kiled. [1 mark]
- There is a popup to show the winner and the looser. [1 mark]

- There is a score feature [1 marks]
- When there are multiple tokens to choose from, they move up and down, a circle rotates under them and the player's area blinks. [1 marks]
- If we click anywhere else, concentric circles appear and go.
- The player area blinks when one needs to role the dice [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]
- PopUp [1 mark]
- Celebration effects [1 mark]
- There is splash upon a token reaching the home [1 mark]
- While moving, the last cell shows the color of the player for the short time. [1 mark]