

Networking Project Rubric

Topics in Computer Science

This is a team assignment. The same rules apply to team assignments as labs: DO YOUR OWN WORK! In other words, DO NOT COPY ANOTHER TEAMS WORK IN ANY WAY or you will all be cited for cheating. For more clarification, look at the syllabus or ask the instructor.

Rubric

[15 points] Create Game

- [10 points] Can create a new player-vs-player game
- [5 points] Can specify to play against the computer
 - Can select the AI opponent

[10 points] Join Game

- [5 points] Can see the list of games to join
- [5 points] Can select and join a game

[20 points] Game Board Display

- [10 points] Displays a grid depicting the player's board with the ships in the correct locations along with where the other player has hit/missed (using a different symbol for each)
- [10 points] Displays a grid depicting the enemy's board along with where the player has hit/missed (using a different symbol for each)

[10 points] Place Ships

- [5 points] Can specify ship/location/direction
 - Direction includes UP, DOWN, LEFT, RIGHT
- [5 points] Player board is updated when correctly placed or gives an error if not correctly placed

[15 points] Fire

- [10 points] Ability to fire at a certain location on the enemy board (if the player hasn't fired at that location before)
 - The server will NOT prevent you from firing on the same location twice, so you MUST prevent players from doing so in your application
- [5 points] Enemy board is updated appropriately

[20 points] Update

- [10 points] After firing, waits for the other player to fire.
- [10 points] Updates the player's board with the result of the enemy fire

[5 points] Display Winner

- [5 points] Clearly display the winner of the game when the game is over
 - The game is over when either a player's ships are all sunk or by player forfeit.

[5 points] Forfeit

- [5 points] Forfeits if the user quits before the game is over (you must specify a way for the player to quit before the game is over).