

## Grading Rubric for Project 3: "Cube"

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- \* Please do not include your names in the source files.
- \* Make sure you test on the C4 lab linux machines before you submit!!
- \* Make sure you output the details of individual moves, otherwise you may receive no credit for this assignment.

Include the following files individually (no zip file): cube.h wizard.h cube.c wizard.c makefile	2
Proper locking and unlocking rooms when moving.	13
Thread do not unlock other team's locks.	10
Threads must exit before the call to 'exit', but after game is done.	10
Game does not have deadlocks.	10
Ability to freeze and unfreeze team member.	10
Checking room capacity before moving, checking self-status and game status and other rules that evaluate a move.	20
Correctly reporting the winning team.	5
After the winner declaration, "show" should print the status of the cube.	10
Wizards do not move after the winner is declared.	10
<b>Total</b>	<b>100</b>