

## PROJECT SPECIFICATION

## Design A Game

## API Architecture

CRITERIA	MEETS SPECIFICATIONS
Is the project architected as a <code>Web Service API</code> using <code>Google App Engine</code> ?	Project is architected as a <code>Web Service API</code> using <code>Google App Engine</code> .

## API Implementation

CRITERIA	MEETS SPECIFICATIONS
Is a new type of game implemented with additional features?	A new type of game is implemented with additional game logic or features (such as 2-player games). The new game is not a copy of Guess a Number, such as Guess a Date. If it is a guessing game like Hangman, additional features are included (partial reveal of the solution over time).
Are illegal moves handled gracefully?	"Illegal" moves are handled gracefully by the <code>API</code> . For example, if implementing <code>Tic-Tac-Toe</code> , if a <code>User</code> tries to play a square that has already been filled - the server will respond with an error message explaining that the move is illegal. There should be no 'Internal

	Server Errors' so long as <code>User</code> input is otherwise properly formed.
--	---

## Resource Containers

CRITERIA	MEETS SPECIFICATIONS
Do <code>endpoints</code> make use of appropriate <code>Resource Containers</code> ?	All <code>endpoints</code> make use of sensible <code>Resource Containers</code> .

## New Endpoints Created

CRITERIA	MEETS SPECIFICATIONS
Is <code>get_user_games</code> endpoint is implemented properly?	<code>get_user_games</code> is implemented as specified by Task 3 in the project description.
Is <code>cancel_game</code> endpoint is implemented properly?	<code>cancel_game</code> is implemented as specified by Task 3 in the project description.
Is <code>get_high_scores</code> endpoint is implemented properly?	<code>get_high_scores</code> is implemented as specified by Task 3 in the project description.

Is <code>get_user_rankings</code> endpoint is implemented properly?	<code>get_user_rankings</code> is implemented as specified by Task 3 in the project description.
Is <code>get_game_history</code> endpoint is implemented properly?	<code>get_game_history</code> is implemented as specified by Task 3 in the project description.

### Appropriate use of HTTP Methods

CRITERIA	MEETS SPECIFICATIONS
Do additional <code>endpoints</code> make use of appropriate <code>HTTP methods</code> ?	Additional <code>endpoints</code> make use of appropriate <code>HTTP methods</code> . Meaning <code>GET</code> only reads, and <code>Post</code> writes to <code>Datastore</code> .

### Task Queues

CRITERIA	MEETS SPECIFICATIONS
Does the email reminder <code>cronjob</code> handler only notify	The email reminder <code>cronjob</code> handler is modified so that only <code>Users</code> 'needing' a reminder (actual logic up to the student) is modified.

<div>Users</div> needing a reminder?	
--------------------------------------	--

## Code Readability

CRITERIA	MEETS SPECIFICATIONS
Are comments present and do they effectively explain longer code procedures?	Comments are present and effectively explain longer code procedures.

## Documentation

CRITERIA	MEETS SPECIFICATIONS
Is the new game documented in a <div>README.md</div> file?	The new game is documented in a <div>README.md</div> file, with explanation of the rules and score-keeping.
Is the <div>API</div> documented in a <div>README.md</div> file?	The <div>API</div> is documented in a <div>README.md</div> file so that users can understand how to use the <div>API</div> without reading the source code.

Did the student reflect on their design decisions in a text file?	The student has meaningfully reflected on their design decisions and recorded their reflections in a text file (preferably named <code>Design.txt</code> ).
---	---

---

### Suggestions to Make Your Project Stand Out!

- Design a front end for your game.
- Implement `OAuth` so that a user would have to sign in to play the game(you can play around with how you want to decide the permissions a user would have in your game).

---

English ▼