	Tic Tac Toe Grading Sheet	Maximum Points	Actual Points Scored
1	RFC Document	20	
2	Server process exists and is functional	5	
3	Client can connect to a server	5	
4	A new game is started when two clients connect	5	
5	Multiple games can run on the server	10	
6	Players' moves appear on the other player's screen	10	
7	Client can disconnect from the server	5	
8	Server can disconnect from clients	5	
9	Server can gracefully handle client crashes	5	
10	Client can gracefully handle server crashes	5	
11	Clients disconnect gracefully when game is won	10	
12	Players get to try to move again if the move they selected has already been chosen	5	
13	Client only sends server messages defined in specification	5	
14	Server only sends client messages defined in specification	5	
15	User interface messages are only generated client-side	5	
16	Game can be played from beginning to end	5	
17	Programming style	10	
	TOTAL	120	