Final Project Week 3 Rubrics

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Requirements - Use image on the buff	2	0 - 1	1 points - Use image icon rather than color on buffs
Requirements - BGM	5	0 - 2.5	2 points - Add bgm to the game. 2.5 points - Add sound effects when brick break.
Requirements - Enhance User Score History	4	0 - 2	2 points - User can input their names. Store the score file after game end.
Requirements - Two players cooperation version	5	0 - 2.5	2.5 points - Two player cooperation together.
Requirements - Two players against version	5	0 - 2.5	2.5 points - Two player fight against each other in two game windows.
Testing - Game function test, and Logical test	5	0 – 2.5	2 points - Junit tests for all chess behaviors implemented have coverage above 75% 2.5 points - Junit tests have coverage above 85%