Änderungen vorbehalten!

Project

| | Points | Team xx |
|--------------------------------------|--------|---------|
| Implementation (korrekte Verwendung) | | |
| Working multiplayer game | 10 | |
| • Usability | 5 | |
| • Robustness | 5 | |
| • Git | 2 | |
| • HTML | 3 | |
| • css | 3 | |
| JavaScript | 3 | |
| • jQuery | 3 | |
| • Play Framework + Java | 10 | |
| Database (optional) | 5 | |
| • AJAX | 5 | |
| • JSON | 2 | |
| • WebSockets | 5 | |
| Responsive web design | 5 | |
| Authentication + Security | 5 | |
| • Deployment | 3 | |
| • Architecture | 10 | |
| Dokumentation | | |
| Requirements / Use-Cases | 5 | |
| Architecture (MVC, Observer Pattern) | 5 | |
| • Conclusion | 1 | |
| Summe | 95 | |

| % of 90 points | Grade |
|----------------|-------|
| 90% | 1,0 |
| | 1,3 |
| | 1,7 |
| 76,6% | 2,0 |
| | 2,3 |
| | 2,7 |
| 63,3% | 3,0 |
| | 3,3 |
| | 3,7 |
| 50% | 4,0 |