# Group 21 Phase 2 Project Marking CheckList

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| **Grade** | Task/Feature Description | **Done?** |
| **C** | Application runs following README instructions on Linux | **Yes** |
|  | User can log in | **Yes** |
|  | User can see who is currently online | **Yes** |
|  | User can connect with another user and the games start | **Yes** |
|  | Game multiplayer functionality works correctly | **Yes** |
| **B/B-** | Use of encryption when interacting with the login server | **Yes** |
|  | Use of encryption/hashing/data security within the application | **Yes** |
|  | Celebration screen upon victory (in the browser) | **No** |
|  | Show opponent’s connection health (based on round-trip ping time) | **Yes** |
|  | Friends list | **Yes** |
|  | Passphrase to play | **No** |
|  | Game message validation on slave side | **Yes** |
|  | Logs out from the login server upon application exit | **No** |
| **B+/B** | Modular and Pythonic code, including commenting and documentation | **Yes** |
|  | Some effort towards a nice web user interface and/or themes | **Yes** |
|  | Automatically refreshing page (or refreshing content) and notifications | **Yes** |
|  | Use of threading for communicating with login server regularly | **Yes** |
|  | Good use of database(s) | **No** |
|  | Show user status (online, away, offline, etc.) | **Y/N** |
|  | Different game modes/options/rules | **No** |
|  | Java game embedded in browser | **No** |
| **A** | Profile pictures, user profiles, and instant messaging | **No** |
|  | P2P Networking if login server goes down | **Yes** |
|  | Use of effective inter-app encryption/hashing/data security | **Yes** |
|  | Nice user interface (responsive and compatible cross-browser) | **Yes** |
|  | Evidence of Unit Testing | **Yes** |
|  | User Analytics (statistics, rankings, reputation) | **No** |
|  | (Good) Contribution towards developing class protocol | **Yes** |
|  | Fails graciously when interacting with substandard clients |  |