Game Flow

|  |  |  |  |
| --- | --- | --- | --- |
| Requirements not met  ***0points*** | Implemented but not functional  ***1points*** | Game can be played with logic errors  ***2points*** | Game can be played with no errors  ***3points*** |

Game Class: SDL Initialization

|  |  |  |  |
| --- | --- | --- | --- |
| Requirements not met  ***0points*** | Implemented but not functional  ***1points*** | SDL properly initialized  ***2points*** | All necessary sub-systems are initialized  ***3points*** |

Game Class: Title Screen

|  |  |  |  |
| --- | --- | --- | --- |
| Requirements not met  ***0points*** | Implemented but not functional  ***1points*** | Game can start based on click start  ***2points*** | Game can end based on lose case  ***3points*** |

Game Class: Table

|  |  |  |
| --- | --- | --- |
| Requirements not met  ***0points*** | Implemented but not functional  ***1points*** | Table is shown to the user  ***2points*** |

Game Class: Deck

|  |  |  |
| --- | --- | --- |
| Requirements not met  ***0points*** | Implemented but not functional  ***1points*** | Deck is shown to the user  ***2points*** |

Game Class: Play Cards

|  |  |  |
| --- | --- | --- |
| Requirements not met  ***0points*** | Implemented but not functional  ***1points*** | Play card shown to user (suit and rank to follow)  ***2points*** |

Game Class: Player Cards

|  |  |  |
| --- | --- | --- |
| Requirements not met  ***0points*** | Implemented but not functional  ***1points*** | Player cards shown to user  ***2points*** |

Game Class: Sounds

|  |  |  |  |
| --- | --- | --- | --- |
| Requirements not met  ***0points*** | Implemented but not functional  ***1points*** | Background music implemented on one screen (Title or Game)  ***2points*** | Background music implemented on two screen (Title and Game)  ***3points*** |

Player Class: Win/Lose Totals

|  |  |  |
| --- | --- | --- |
| Requirements not met  ***0points*** | Implemented but not functional  ***1points*** | Displays current wins/loses after each game  ***2points*** |

Player Class: Avatar

|  |  |  |  |
| --- | --- | --- | --- |
| Requirements not met  ***0points*** | Implemented but not functional  ***1points*** | One player avatar shown  ***2points*** | Both player avatars shown  ***3points*** |

Player Class: Mouse Input

|  |  |  |
| --- | --- | --- |
| Requirements not me  ***0points*** | Implemented but not functional  ***1points*** | Player can click on cards to drop  ***2points*** |

Player Class: Sounds

|  |  |  |  |
| --- | --- | --- | --- |
| Requirements not me  ***0points*** | Implemented but not functional  ***1points*** | Half sounds implemented (Skip turn, pick up two, crazy eight, winner, wrong card)  ***2points*** | All sounds implemented (Skip turn, pick up two, crazy eight, winner, wrong card)  ***3points*** |