Rubric for Milestone 1: Project proposal + architecture.

The maximum number of points for an item is between square brackets [ ]. The numbers that appear in the feedback column follow this breakdown.

1. [3.5] Description of the game.
1.1. [0.5] Brief description of the game: theme, setting, and goals.
1.2. [1] Description of the units and the environment.
- Description of two or more of the player's "building-type" units.
- Description of two or more of the player's "dynamic" units. At least one of the dynamic units is a human-like unit.
- Description of two enemy units.
- Description of the environment.
1.3. [1] Description of one interaction between dynamic units and building units, one interaction between dynamic units and enemies, and one interaction between building units and enemies.
1.4. [0.5] Description of a general action each unit can perform, not related to interactions.
1.5. [0.5] The game allows for meaningful play, implying that there is some logic behind the units and their interactions to achieve the game's goals.

2. [6.5] Architecture of the game.
2.1. [5.5] Description of classes. Evaluated according to two criteria:
- Preciseness of the description. Each class is described with CRC cards, UML diagrams, or pseudo-code, and with enough detail. Responsibilities and collaborations of classes are discussed.
- Completeness. All classes necessary for the game are described. Classes related not only to the game objects, but also to the environment and the game in general are included.
2.2. [1] Discussion on how the different actions and interactions among game objects and the environment are implemented in the game, referencing the classes and their responsibilities or methods. Give at least a few examples.

Total: 10 points.