Rubric:
Part 1: Typical CS242 Stuff

Category	Weight	Scoring	Notes
Basic Prep	2	0-1	
Cleverness	2	0-2	
Rubric	2	0-1	
Code Submission	4	0-2	
Decomposition	4	0-2	
Documentation	4	0-2	
Effort	2	0-2	
Overall Design	5	0-2.5	
Participation	5	0-2.5	
Presentation	4	0-2	

Part 2: Project Stuff

Category	Weight	Scoring	Notes
Advanced Battle Commands	2	0-2	More than just Arbitrary Actions
Multi-stage battle menus	2	0-3	Things like being able to choose what target to attack
GUI	3	0-5	Use of some sort of Java graphics library to display colorful visuals of the engine
Refactoring	2	0-2	
Improved Battle Loop in GUI	3	0-2	Smoother progression, presentable visualsl
Testing	2	0-2	