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
Flexible Classes for Characters with Statistics	2	0-2	Easily able to add more statistics or create new types of characters
Map Classes	2	0-2	GameMap,MapTile,GameWorld,MapObject
Player Class and "movement"	2	0-1	Player includes map and party of characters. Error Checking for moving
Foundation for Battle Class	3	0-2	Data Structures well organized for battle system
Conciseness of Code	3	0-2	Overly complicated or easy to understand

Testing	2	0-2	