Name: _____ ____   (Choose one: Java / C / Python)
Programming Assignment 2 Grading Rubric

Code Formatting:
_____   is well commented and formatted
_____   is well structured and good naming
_____   has contributing coder(s) full name(s) at the top of the files.

Functionality (each are worth 2 points): _____
_____   Able to connect between itself (e.g. Java w/ Java)
_____   Client connects between all server versions (e.g. Java w/ C, Java w/ Python, etc)
_____   More than one client connects to your server (any one pairing of the game)
_____   Able to send at least one action (any one pairing of the game)
_____   Can't send actions if dead (any one pairing of the game)
_____   Client can disconnect from the room (any pairing of the game)
_____   Able to rejoin the room after disconnecting/death (any pairing of the game)
_____   Useful UI prompts for input.
_____   Creates and saves a log of all the messages.

Functionality (each are worth 1 point): _____
_____   Each log entry has the info: Action, IP from, and IP to.
_____   Server Tracks Each Client's message order so it can identify when a message is lost
             or arrives out of order.

Total:
_____ / 23 possible points