

CLIENT FUNCTIONALITY _____ / 50

Initialization _____ / 10

- Creates socket (5)
- Initiates connection with player name (5)

Game Play _____ / 25

- Prompts for user choice (5)
- Sends choice to server (5)
- Receives answer from server (5)
- Displays answer to user (5)
- Handles user errors (5)

Client Functionality _____ / 15

- Ends when instructed by server (5)
- Ends gracefully (5)
- User interface (5)

CLIENT DESIGN _____ / 25

- Modular design (10)
- Proper use of system utilities (10)
- Non-abuse of C features (5)

CLIENT STYLE _____ / 25

- Headers (files, functions) (5)
- Variables (meaningful names, capitalization, constants) (5)
- Formatting (whitespace, line length, function length) (5)
- Commenting (inline, variables) (5)
- Files (proper submission) (5)

TOTAL _____ / 100

SERVER FUNCTIONALITY _____ / 50

Initialization _____ / 10

- Creates socket (5)
- Initiates connection with two clients (5)

Game Play _____ / 25

- One round (10)
- Multiple rounds (5)
- Win/loss decision (5)
- Forfeit (5)

Server Functionality _____ / 15

- Forks game process (10)
- Permits multiple games simultaneously (5)

SERVER DESIGN _____ / 25

- Modular design (10)
- Proper use of system utilities (10)
- Non-abuse of C features (5)

SERVER STYLE _____ / 25

- Headers (files, functions) (5)
- Variables (meaningful names, capitalization, constants) (5)
- Formatting (whitespace, line length, function length) (5)
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TOTAL _____ / 100