

15 points

Useful display of the UML diagram	
Good use of sequence diagram	
Description of main classes of the Model players Computer Player AI table cards deck hand Responsibilities / Collaborators	
Events Generated by the UI	
Event Interaction with Model It is clear how a UI event causes the model to change? It is clear how the model changes propagate up to the UI?	
Discussion of TextUI and SDLApp2 front ends	

Discussion of the Presenter layer	
Application of CS 485 Knowledge General Skills Design Patterns	
Design Changes since April 22	
Each person speaks for no more than 3 consecutive minutes	
Over or under time: - 3 pts	
Not well practiced: -2 pts	