| Feature | Points |
|--|--------|
| Overall Program Structure | 20 |
| File "gui.py" that loads without error | 5 |
| Correct "main" handling | 5 |
| Determine current user and display (e.g., in title bar) | 5 |
| Ability to "fake" current user | 5 |
| Basic GUI Functionality | 80 |
| Working online user list | 20 |
| Good layout | |
| Can "fake" list of online users | |
| Should handle many users correctly (scale, scroll, etc.) | |
| Working chat invitation control | 20 |
| Should retrieve selected user(s) from list | |
| May launch an "invitation pending" window | |
| May just launch the chat window directly | |
| Working chat window | 20 |
| Provides chat transcript | |
| Provides mechanism for entering new text | |
| Text entered locally is displayed in the transcript | |
| Window is dismissable | |
| Should show list of current members | |
| Multiple simultaneous chats should be supported | 10 |
| Working invitation window | 10 |
| Should provide controls to accept or reject an invitation | |
| Accept should launch a chat window | |
| Reject should close window | |
| NOTE: since this first version won't use the network, there should be some way to explicitly trigger the appearance of the invitation window. This could be a separate function in the gui.py file that I can call, or a button that launches it, etc. | |
| Bonus | 20 |
| Allow icons to be associated with users | 5 |
| "Buddy List" management | 5 |
| GUI richness/novelty | 10 |