# GeoQuiz App

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| **Link to your GitHub repo:** | <https://github.com/BrettBeacon/CSC202_Task1_GeoQuiz> |

# App Functionality for self-evaluation (100 marks)

Enter 10 marks beside each of the features you have implemented in your app. (You can right-click on the Total number and do 'Update Field' to recalculate the total). The marking is based on live demonstration during the workshop and there’s no need to submit this table.

The meaning of each item in the list is the same as the explanation in the textbook.

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| # | Feature | Marks (10 each) |
| 1 | App with 5 questions compiles and runs? | 10 |
| 2 | Correct behaviour for TRUE & FALSE buttons? | 10 |
| 3 | Correct behaviour for NEXT & PREV buttons? | 10 |
| 4 | NEXT & PREV buttons have arrow icons? | 10 |
| 5 | App uses ViewModel? | 10 |
| 6 | App performs correctly after rotations? | 10 |
| 7 | Correct behaviour for CHEAT button? | 10 |
| 8 | Cheat activity works properly? | 10 |
| 9 | MainActivity shows “Cheating is wrong” if and only if users actually cheat? | 10 |
| 10 | Anti-cheat is supported for: “users rotate CheatActivity after they cheat to clear out the cheating result”? | 10 |
|  | **Total:** | 100 |

For #9: If a user gets into Cheat activity, but leaves it without seeing any answers, it is not a real cheating. Only if the user reveals the answer, it is a cheating. Specifically, remember to reset the cheating status when moving to the next ore previous question.

For #10: This feature is related to “Challenge: Closing Loopholes for Cheaters” in Chapter 7. For more detail, please refer to that section in the textbook.