# Android Rubric

## KNOWN bugs:

|  |  |  |
| --- | --- | --- |
| **Item** | **Points** | **X if Done** |
| **1 Tier: Main activity (button rather than touch/animation OK here)** | **13** |  |
| Required components (title, score, game area, select button) | 3 | x |
| Custom game area fills majority of the screen (e.g. landscape) | 3 | x |
| Custom game area aspect ratio and relative size constant | 5 | x |
| Title and score at top, and room area marked | 2 | x |
| **2a Tier: State machine (button rather than touch/animation OK here)** | **21** |  |
| State machine framework is present | 3 | x |
| Framework controls current room and its appearance properly\* | 5 | x |
| Movement to the next room works properly\* | 5 | x |
| Blue room guard condition works properly\* | 5 | x |
| End condition\* | 3 | x |
| **2b Tier: Touch and animation** | **14** |  |
| Left/right swipe/touch release works | 4 | fling |
| Player moves smoothly | 4 | x |
| Player resets to center after reaching edge | 3 | extension |
| Score updated | 3 | **x** |
| **2c Tier: Player appearance** | **14** |  |
| Select player floating button exists | 2 | x |
| Select player opens with 2 options (2pt each) | 4 | x |
| Floating buttons affect player appearance correctly | 4 | x |
| Works on small/large screens | 4 | x |
| **3 Tier: End game** | **12** |  |
| End dialog exists | 2 | x |
| End dialog opens at right time | 2 | **x** |
| End activity score correct | 4 | x |
| Works on small/large screens | 4 | x |
| **Tier-pre extensions: Rotation** | **14** |  |
| score | 2 | x |
| player position | 2 | x |
| floating buttons open/closed | 2 | x |
| player type | 2 | x |
| guard condition | 2 | x |
| room | 2 | x |
| end dialog reopens if already up | 2 | x |
| **Final Tier: extensions**  **1) 2c, tagged**  **2) 1g**  **Etc** | **15** |  |
| Total | 100 |  |

\*must have a tag in code