## Name Game Evaluation Rubric

### **Correctness**

* Does it meet requirements?
* Do all the features work?
* Are there crashes? Can you break it?

### **Polish**

* Does it perform well? Can you find any obvious issues?
* Did they go out of their way to make the app look nice? Animations, custom UI, etc. An app can perform well and still look clunky.

### **Platform Standards/Best Practices**

* Do they use common libraries? Are they reinventing the wheel when a community-accepted, standard solution is available? Did they leverage the power of the libraries as much as they possibly could? Or did they use them “just because”?
* Are they using common design patterns?
* Are they using language/platform level features properly? Are they taking advantage of new features?
* Standard, consistent formatting and naming conventions?
* Is the code organized in a standard, logical way?
* Are they repeating logic where it could be consolidated?
* Are they using magic numbers/strings?
* BONUS POINTS: Are they using the most bleeding edge new features the language/platform has available?

### **Architecture/Testability**

* Is the code testable?
* Are components decoupled from each other?
* How flexible is the code? Imagine having to add arbitrary features to the codebase.
* BONUS POINTS: Did they write any unit/UI tests?

### **Readability**

* Is the code easy to follow? Self-documenting?
* Are functions and variables named in a logical way?
* Were you confused by any parts of the code? If so, was there a comment explaining their decisions?
* BONUS POINTS: Is there a Readme or other project-level documentation?