Goven Dicks, Karl

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	Max	Student	Comments
Research: List of at least five gamification features.	5	5	
Research: Introduction and conclusion.	5	3	
Research: Motivation for choice of gamification feature.	10	8	
App Functionality: Allow the user to choose which task to	10	10	
App Functionality: Display ten randomly generated call	10	10	A well presented program. Well researched.
App Functionality: User can change the order of the call	10	10	Nice choice of gamification features.
App Functionality: App checks whether the user got the ordering correct.	10	10	Concepts are explained well in the research doc. Readme file added and done well.
App Functionality: A gamification feature is implemented.	10	9	Demo done via youtube link. Demo
App Logic: A list is used to store the call numbers.	5	5	presented well with a voice over. Timer
App Logic: An appropriate sorting algorithm is used to sort the call numbers.	10	10	added. Good use of visualisation for the ordering of books. Program is fun nice use of
Coding Standards: Code is well structured and documented.	5	4	colors and themes. A very good knowledge
Documentation: Readme file provides enough information to run the app.	5	4	of programming concepts displayed. nice use of the DAL. Improve the conclusion and
Other marks: App is easy to use	5	4	in text refs. Add a few more gamification
Other Marks: Advanced features not covered in class (Bonus Marks).	5	0	concepts in theory that you think may also work.
Total	100	92	
Penalty		0	
Percentage		**_92_**	