

ASSIGNMENT TWO: CONNECT 3 (25%)

Rationale (Why Are We Doing This Assignment?) :

Strengthen your ability to apply your knowledge of Intents and build high quality android applications.

To complete this assignment:

1.) Splash Screen

- White background with text/logo
- Display splash for 3 seconds

2.) Welcome Page

- Enter Name
- Button Start Game

3.) Connect 3 Game Play:

- 3x3 grid
- token animation
- Detect win or draw

4.) End Game

- Option to play again
- Show message "Congrats UserName"
- Quit takes user back to welcome page

5.) The App Technical

Compile and run with no errors or crashing

App should run API from 26 to 33

MVVM, Hard Coded Strings, No Dead Code, DRY, Good Comments

Learning Objectives :

1. Animations
2. Activity Navigation/Fragments
3. Timers/Game Logic

Assessment:

You will be assessed on the following:

	Not Quite	Good Work	Awesome
Splash Screen (5 marks)	(0 - 2 marks)	(2 -3 marks)	(3 - 5 marks)
Welcome Page (5 marks)	(0 - 2 marks)	(2 -3 marks)	(3 - 5 marks)

	Not Quite	Good Work	Awesome
UI/Layout Animation/Game Play (5 marks)	(0 - 2 marks)	(2 -3 marks)	(3 - 5 marks)
Detect Win/Loss/ Draw/Navigation (5 marks)	(0 - 2 marks)	(2 -3 marks)	(3 - 5 marks)
Technical App must compile and not crash/ MVVM (5 marks)	(0 - 2 marks)	(2 -3 marks)	(3 - 5 marks)

Assignment Due Date:

Sec 4: March 18 2024 **(Mon @ 11:59pm)**

Sec 5: March 20 2024 **(Wed @ 11:59pm)**

Sec 6: March 20 2024 **(Wed @ 11:59pm)**

Assignment Weight:

Assignment Two is worth 25% of your final grade.

Submission Details:

Please submit your assignment online under **Assignments > Assignment Two**.

Your submission should include :

1. A **clean** compressed zip file of your project
2. Screen shots in the same folder of your app

IMPORTANT

Please ensure that any work you submit is your own unique and independent work. Work submitted that is found to be not your own unique, and independent work will be subjected to a grade of 0 and considered to be academic misconduct.



