# GROUP 7

## PROJECT MARKS

Following are the results of your final project marking.

The project was tested in Android Studio with the following setup:

Android studio version: Ladybug feature drop 2024.2.2

Compile SDK: 35

Min SDK: 24

Target SDK: 35

Java Version: 11

Gradle plugin version: 8.8

Gradle version: 8.10.2

After cloning a fresh copy of your repository, features were tested in order that they appear in the "Done" column on your group's Trello board. Testing terminated when a feature that failed to pass the "happy path" was encountered.

Each feature was marked as follows:

zero (0)--Missing, or not graded due to earlier failures.

5 pts--Not really: present, but fails happy path.

6.5 pts--Somewhat: fails boundary values or devious input.

8 pts--Mostly: no failures, but not ready for Play Store.

9.5 pts--Definitely: no failures, could be published as-is on Play Store.

Extra features were considered only if all other features achieved "Mostly." Additionally, extra features only result in extra credit if they are marked "Mostly."

I like the idea of this app, and the collection of features is reasonable, but it has not been tested nearly enough, and some of the features are rudimentary.

| **Section/+** Component | Mark | Score | | Possible |
|---|---|---|---|---|
| **Marks** | | | | |
| + Feature 1: | **Somewhat** | 6.5 | of | 10 |
| Timer for Food and Drink items. | | | | |
| It works, somewhat, but repeating the action causes the app to crash. | | | | |
| + Feature 2: | **Mostly** | 8 | of | 10 |
| Dark and light mode changing. Works. | | | | |

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| + | Feature 3: | | | **Somewhat** | 6.5 | of | 10 |

Pathing.

Given the fixed number of attractions, it would be useful to have a dropdown menu to choose the destination. As it stands, the dialog moves off the screen (to the left) before text is entered, making it difficult to enter a name correctly. At least, there should be text completion as entering the full name is tedious.

Also, the "Find Shortest Path" button often is not visible at the bottom, being obscured by the keyboard.

Finally, to dismiss the dialog one has to click the "back" arrow which reloads the map.

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| + | Feature 4: | | | **Mostly** | 8 | of | 10 |

Orders Activity.

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| + | Feature 5: | | | **Somewhat** | 6.5 | of | 10 |

Generic Storefront Activity.   "Panel" is misspelled.

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| + | Feature 6: | | | **Somewhat** | 6.5 | of | 10 |

Map to view attractions in theme park.

As mentioned above, repeating the double-click on an attraction causes the app to crash.

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| + | Feature 7: | | | **Somewhat** | 6.5 | of | 10 |

Add items to POI store.

Menu appears and captures information.

It is possible to enter the same item twice, which doesn't seem correct.

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| + | Feature 8: | | | **Not really** | 5 | of | 10 |

Profile.

Has fake data; why?  This would have been a nice feature.

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| + | Feature 9: | | | **Mostly** | 8 | of | 10 |

Loading Screen.

Is this real?  It seems to take a long time to load the map each time.

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| + | Feature 10: | | | **0** | 0 | of | 10 |

POI Pop up fragment.

This is subsumed by other features above.

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| + | Feature 11: | | | **Not graded** | 0 | of | 10 |

DB to enable stateful features.  Not graded due to earlier failures.

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| + | Feature 12: | | | **Missing** | 0 | of | 10 |

Missing.

| | | | | | | | |
|---|---|---|---|---|---|---|---|
| | Marks net score: | | | | 61.5 | of | 120 |

Total net score:          61.5     of     120 = 51%