

Grading Rubric for Lab 4, Part 2: Pig Game v3

Criteria	Points (50 total)
Beta Version	(10 subtotal)
Done with a peer reviewer (not a self-review)	2
Completeness and accuracy of the code review	3
Beta version was at least 70% complete	5
Release Version	(40 subtotal)
Does it run without crashing?	3
If you run the game in an emulator with a small screen, is just one fragment shown at a time? Is the 2 nd fragment shown after you click the new game button? Can you navigate back to the 1 st fragment? Do all the game functions work?	10
If you run the game in an emulator with a large screen, landscape orientation, is the two-pane, landscape, layout used (two fragments side-by-side)? Do all the game functions work?	6
If you run the game in an emulator with a large screen with portrait orientation, is the two-pane, portrait, layout used (two fragments one above the other)? Do all the game functions work?	6
For all three size/orientation combinations, when you rotate the device, are the scores, player names, and current player's turn preserved?	5
Is there a menu on the ActionBar with a Settings item? A settings screen is displayed when you click on it?	3
Do all the settings work (have an effect on the game)?	3
Has all the code been written according to good programming practices? (Private instance variables modified by assessors and mutators, constructor for initializing state, no dependencies on the UI code, DRY code, etc.)	4

Late submissions:

Beta version: this was a hard assignment. Give them full credit if the beta version was submitted by the end of the day on Monday (midnight).

10% off if the release version was submitted late. Don't count it late unless it was submitted later than the end of the day Friday.