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| --- | --- |
| Developer (person who wrote the code) |  |
| Developer’s assignment group (A, or B) |  |
| Reviewer |  |
| Date |  |

Instructions  
A reviewer will fill out the “Beta” column of this form for the developer. (The reviewer will need a copy of the developer’s lab instructions.) Next, the developer will revise their code based on the review. After revising their code, the developer will fill out the “Release” column of this form to indicate what they have changed.

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| **Part 1 – Textbook Exercises** | | |
| **Criteria** | ***Beta*** | ***Release*** |
| Is there a document containing screen-shots of each exercise app running? |  |  |
| From the screen-shots, is it apparent that the apps ran correctly? |  |  |
| Comments: |  |  |

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| **Part 2, Group A: Pig Game** | | |
| ***UI*** | ***Beta*** | ***Release*** |
| Does your app have all the widgets shown in the UI diagram? |  |  |
| Is the root element of both the portrait and landscape layouts a FrameLayout? |  |  |
| Does the layout switch between portrait and landscape correctly when the device (or emulator) is rotated? |  |  |
| ***Implementation*** | ***Beta*** | ***Release*** |
| Does it build without errors? |  |  |
| Is the game-play logic in a separate class? |  |  |
| Is the Random object instantiated when the main Activity class is instantiated? (Not in an event handler) |  |  |
| ***Functionality*** | ***Beta*** | ***Release*** |
| Does it run without crashing? |  |  |
| Are random images for the die displayed when the roll button is clicked? |  |  |
| Is a player’s turn ended when an 8 (for 8-sided die) or 1 (for 6-sided die) is rolled? |  |  |
| Are turn scores and total scores calculated and displayed correctly? |  |  |
| Do both users’ get the same number of turns?  (Even if the first to roll reaches 100 first) |  |  |
| Does the app show who won after the last turn? |  |  |
| Are the rest of the game rules implemented correctly? |  |  |
| Is the state of the game saved when the device is rotated? |  |  |
| ***Comments:*** |  |  |

(see next page)

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| ***Programming style*** | ***Beta*** | ***Release*** |
| Is proper indentation used? |  |  |
| Are the UI elements and the variables named descriptively? |  |  |
| Have any unnecessary lines of code or files been removed? |  |  |
| Are there explanatory comments in the code? |  |  |
| Do variable names use camel case? (camelCase for example) |  |  |
| Are constants named using ALL\_CAPS? |  |  |
| Are methods named using PascalCase (aka TitleCase) |  |  |
| Is the code DRY (no duplicated blocks of code)? |  |  |
| Is the game-play logic in its own class (separated from the UI code)? |  |  |
| Comments: |  |  |