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| **Criteria** | **Points (50 total)** |
| **Functionality** | **(40 subtotal)** |
| Does it run without throwing exceptions? | 3 |
| Is the 2nd activity’s UI shown after you click the new game button? | 5 |
| Can you navigate back to the 1st activity using an “up” button on the App Bar? | 2 |
| Do all the game functions still work? | 5 |
| *Rotate the device into landscape orientation* | |
| Is the landscape layout used for the first activity? | 5 |
| Is the landscape layout used for the second activity? | 5 |
| Is the game state saved (scores, player names, player turn)? | 5 |
| Do all the game functions work? | 5 |
| *Rotate the device back to portrait orientation* | |
| Are the portrait UIs loaded, scores preserved, game still functions correctly? | 5 |

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| **Code Quality** | **(10 subtotal)** |
| Does the program run without crashing? | 3 |
| Is all the game-play logic in a separate class written with good programming practices? | 2 |
| Is proper indentation used? | 5  (one point deducted for each “no” answer) |
| Are the UI elements named according to convention (example: incrementButton)? |
| Are Java variables, constants, methods, and classes named using descriptive names and correct casing? |
| Have any unnecessary lines of code or files been removed? |
| Are there explanatory comments in the code? |

Comments: