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| **Criteria** | **Points (50 total)** |
| **Functionality** | **(40 subtotal)** |
| Does it run without crashing? | 3 |
| *On a device or emulator with a small (smaller than a Nexus 7) screen:* | |
| Is just one fragment shown at a time? | 5 |
| Is the 2nd fragment shown after you click the new game button? | 5 |
| Can you navigate back to the 1st fragment using an “up” button on the App Bar? | 2 |
| Do all the game functions still work? | 5 |
| *On a device or emulator with a large screen (Nexus 7 or larger), landscape orientation* | |
| Is the two-pane, landscape, layout used (two fragments side-by-side)? | 5 |
| Do all the game functions work? | 5 |
| *On a device or emulator with a large screen with portrait orientation* | |
| Is the two-pane, portrait, layout used (two fragments one above the other)? | 5 |
| Do all the game functions work? | 5 |

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| **Extra Credit** | **(5 subtotal)** |
| Is there a menu and does it work? | 1 |
| Is there an about dialog? (click “about” in the menu to open it) | 1 |
| Is there a settings screen (click “settings” in the menu to open it) | 1 |
| Is activity state saved when the device is rotate? | 2 |

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| **Code Quality** | **10 Points Total** |
| 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:

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| **Total Points** |  |