DISD3 2017 –OPSC7311 Assignment 1			
Robert Hurst (13005890)			
Criteria	Possible Mark	Mark awarded	Comments
General	100	84	
Good programming practice (Naming standards, indentation, variable types and scope.	3	3	
Code efficiency	2	2	
Comment statements	3	2	Need a short comment to describe each method
Program compiles and executes	2	2	
Game planning			
Game concept and originality	10	10	
Research and Design	10	6	Need references/sources for full mark
Code			

Variables declared initialised and assigned	5	5	
Java code, methods and flow of logic	15	15	
Game implementation			
Help file – contains playing instructions	10	7	Description could be clearer - I understand because you explained to me in class
User interface design and page layout	10	7	Love the look of the game, only comment is on Nexus 4 emulator I tested on grid of buttons did not fill the width of the screen, but stuck to the left. Maybe even centering the grid of buttons will look better. Also the bottom row of buttons were less heigh than the rest of the rows.
App executes correctly (logic)	10	5	Played perfect fo long time and then blocks got stuck - could see swipe animation, but coloured clocks stayed where they were. New game reset score, but blocks stayed where the were.
Error checking and validation	10	10	
Bonus (effort taken and lecturer discretion)	10	10	Recognise swipes, animation, good looking enjoyable game