**Mobile Systems Development**

**SIT708**

**Assignment 2**

**Prepared by,**

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# Marking Justification

1. **Weekly zip uploads (HD):** I am aiming for High-Distinction in this criterion as I have uploaded 7 zipped folders to the cloud-deakin (i.e., 7 weekly uploads).
2. **Weekly Progress (C):** I am aiming for credit in this criterion as I have updated my changelog file every week and it lists all the new features that were added every week and contains “still working features” as well.
3. **Code quality (HD):** I am aiming for High-Distinction in this criterion as my code contains comments for every function and includes few examples of how to call it.
4. **Legal (HD):** I am aiming for High-Distinction in this criterion as the license.txt file contains all the necessary information of the images used such as hyperlinks to the source page, attribution, etc.
5. **Playable Scenes (HD):** I am aiming for High-Distinction in this criterion as my game consists of 12 playable levels.
6. **Playability (C):** I am aiming for credit in this criterion as my game engages a player to play for at least 1 hour.
7. **UI Layout (HD):** I am aiming for High-Distinction in this criterion as my app dynamically adjusts itself to the resolution of the screen.
8. **Readme (C):** I am aiming for credit in this criterion as my readme file consists of the name, overview and major features of my game.
9. **Code Structure (D):** I am aiming for distinction in this criterion as my code contains reusable UI components.
10. **Data Structures (C):** I am aiming for credit in this criterion as I have used arrays in my code.
11. **UI Design (HD):** I am aiming for High-Distinction in this criterion as I my app contains occasionally animating background.