Mobile Computing Coursework 1 Feedback

# Student ID: 14021793

**Marker:** Xianhui Che

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| **Components** | **Marks Awarded** |
| **FUNCTIONALITIES AND RELIABILITY (40%)**  Image Display: Yes  Number Tapping: Yes  Image Dragging: Yes, but the movement is not constrained within the area.  Result Verification: Yes  Result Display: Yes  Restart the game: Yes  Smooth Running of the App: Yes  Repeated Testing: OK.  Bonus Functions: | **40\*70%=**  **28** |
| **DEVELOPMENT AND PRACTICE (10%)**  **Well-planned task on Kanban List:**  Task cards are too brief. No sign of sprint planning.  No due dates are found. How can you manage a project without scheduling?  **Frequently Updated:**  Large gap periods:    **Version Control:**  OK.  At the end of the coursework, I hope you have found these management tools helpful rather than burdening. | **10\*48%=**  **5** |
| **USABILITY PRACTICE (30%)**  **Appealing Graphic Interface:**  The graphic design is child-friendly.  **Easy-to-Operate Functionalities:**  Flawless  **Right-Sized Images and Views:**  Yes  **Engaging Interaction (e.g. Animation):**  Some animations and background music  There are plenty of animation and sound effect tutorials online, and it is up to you to make your app appealing and hit a big sale.  **Screen-Fit Programming (Compatible with All iPhone Models):**  Yes. | **30\*70%=**  **21** |
| **USABILITY ANALYSIS (20%)**  **In-Depth Evaluation of the App Design and Implementation:**  Considering the word limit, there are some redundant or verbose info.  No strategic framework is followed. Only some aspects are covered for the usability.  **Theory Models Applied to Analysis:**  Not all statements are supported by evidence (i.e. references), for example:    **Future Improvement Discussed:**  Sensible recommendations.  All you need to ask yourself is – what else can you do in order to make a big sale in the App Store?  **References:**  Only two. More background research is required. | **20\*58%=**  **12** |
| **TOTAL** | **66** |