

Graphical User Interface

The evaluation of the graphical part of your application accounts for 50% of your grade. Each of the four criteria has equal weighting. For this evaluation the application will be looked at on its own (i.e. without its code).

Type	Insufficient	Sufficient	Good	Excellent
Playing field visuals	No graphics.	Basic. Didn't do more than strictly necessary.	Somewhat more than strictly necessary, but lacks cohesion.	Looks good. Cohesive visual style.
General application visuals	Elements lack alignment. Bare bones appearance.	Elements are aligned, but lacks further effort.	Looks clean. Clearly has attention put into it.	Looks professional / the way you would expect an Android app to look.
Navigation / interaction	No or faltering navigation.	Present but simple.	Convenient to use, intuitive.	Intuitive and animated.

Code

The evaluation of your code accounts for the other 50% of your grade. Again, each of the four criteria has equal weighting. For this evaluation your code will be looked at isolated of how it behaves in your application.

Type	Insufficient	Sufficient	Good	Excellent
Layouts	Single Layout and Activity.	XML linked to your Java code.	Multiple Layouts and Activities.	Orientation specific / responsive.
MVC	Does not follow MVC. Everything is conceptually part of the same file.	View is separated from the rest.	Separate controller.	Organised structure.
(Java) code quality	Naming and access are badly chosen. Code is unclear / unstructured.	Access is often correctly limited. Names are short but descriptive	Access is mostly limited. No code duplication.	Access is as limited as possible. Methods are simple and split up.
Documentation	Completely absent or very limited.	Too little documentation.	Important methods have documentation.	Documentation and good naming, resulting in understandable code.

Extra Features

When a team has extended their application with meaningful features a bonus can be given added to the final grade. This bonus can range between 0 and 1 points.

Missing Features / Bugs

When a team hasn't implemented certain required features, or when there are bugs with a large impact, points can be deducted from the final grade. This can range between 0 en -2 points.

Determination of the final mark:

Insufficient = 3, Sufficient = 6, Good = 8, Excellent = 10.

For each category the average is taken and each of these forms 50% of the grade.

The maximum grade (including bonus) of course is a 10.