Android Rubric

KNOWN bugs:

Item	Points		X if Done
1 Tier: Main activity (button rather than touch/animation OK here)	**13**		
Required components (title, score, game area, select button)		3	x
Custom game area fills majority of the screen (e.g. landscape)		3	x
Custom game area aspect ratio and relative size constant		5	x
Title and score at top, and room area marked		2	x
2a Tier: State machine (button rather than touch/animation OK here)	**21**		
State machine framework is present		3	x
Framework controls current room and its appearance properly*		5	x
Movement to the next room works properly*		5	x
Blue room guard condition works properly*		5	x
End condition*		3	x
2b Tier: Touch and animation	**14**		
Left/right swipe/touch release works		4	x
Player moves smoothly		4	x
Player resets to center after reaching edge		3	x
Score updated	3		**x**
2c Tier: Player appearance	**14**		
Select player floating button exists		2	x
Select player opens with 2 options (2pt each)		4	x
Floating buttons affect player appearance correctly		4	x
Works on small/large screens		4	x
3 Tier: End game	**12**		x
End dialog exists		2	x
End dialog opens at right time	2		**x**
End activity score correct		4	x
Works on small/large screens		4	x
Tier-pre extensions: Rotation	**14**		
score		2	x
player position		2	x
floating buttons open/closed		2	x
player type		2	x
guard condition		2	x
room		2	x
end dialog reopens if already up		2	x
Final Tier: extensions	**15**		
1) *5pt: can reverse the player direction before reaching the edge.* **2)** *10pt if not: Have the end game as an activity instead of a dialog box (the difference in scores is out of fairness as there is a notable work difference)*			
Total	100		

*must have a tag in code