SIT120 Marking Justification

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| Criteria | Pass | Credit | Distinction | High Distinction |
| Weekly updates | I have uploaded my improved work to Github every few days of development.  https://github.com/alastairrobertson/Learn-Spanish-Web-App |  |  |  |
| Weekly progress |  |  | At the end of my work day I provide a summary of how I am progressing with my milestones and I list all major features that I have added. I make these updates daily. |  |
| Code quality |  |  | Each function lists what parameters are required, what is returned, what the function does and if it is a global function.  Indentation is perfect. |  |
| legal |  |  |  |  |
| Playable levels |  |  |  |  |
| playability |  |  |  |  |
| Quality |  |  | You could charge $5 per month |  |
| UI Design |  |  | The game uses colour theory, is consistent, spacing is consistent. The web app also has animating backgrounds and is visually appealing. |  |
| UI layout |  |  |  | I have at least 4 reusable UI components:  createContainerWithChest()  createCustomLabel()  createCustomCheckbox()  createCustomTextBox()  createCustomLabelH1()  createCustomParagraph()  createCustomButton() |
| Code structure |  |  |  |  |
| Data structures |  |  | I make extensive use of complex data structures, I use in many examples arrays filled with objects and even use local storage and JSON to store JavaScript objects in a key value store that only accepts strings (I use JSON stringify) |  |
| Extensible |  | Game is easily extensible, fi you want to add more Spanish words you simply need to edit one file and a non-programmer could edit the files within 20 seconds of being shown what to do. |  |  |
| Readme.txt |  |  |  |  |
| Demonstration video |  |  |  |  |
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