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| Developer (person who wrote the code) | Robert Moore |
| Developer’s assignment group (A, B, or C) | B |
| Reviewer | Trevor Uehlin |
| Date | 10/24/18 |

Instructions  
A reviewer will fill out the “Beta” column of this form for the developer. (The reviewer will need a copy of the developer’s lab instructions.) Next, the developer will revise their code based on the review. After revising their code, the developer will fill out the “Release” column of this form to indicate what they have changed.

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| **Part 1 – Walkthrough: Saving Activity State** | | |
| **Criteria** | ***Beta*** | ***Release*** |
| Is there a document containing screen-shots of the app running? | No |  |
| From the screen-shots, is it apparent that the app was ran correctly? | No |  |
| Comments: |  |  |

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| **Part 2, Group A: Pig Game with an 8-Sided Die** | | |
| ***UI*** | ***Beta*** | ***Release*** |
| Does your app have all the widgets shown in the UI sketch? |  |  |
| Is the root element of both the portrait and landscape layouts a FrameLayout? |  |  |
| Does the portrait layout use a RelativeLayout? |  |  |
| Does the landscape layout use nested LinearLayouts? |  |  |
| Does the layout switch between portrait and landscape correctly when the device (or emulator) is rotated? |  |  |
| ***Implementation*** | ***Beta*** | ***Release*** |
| Does it build without errors? |  |  |
| Is the game-play logic in a separate class? |  |  |
| Is the Random object instantiated when the main Activity class is instantiated? (Not in an event handler) |  |  |
| ***Functionality*** | ***Beta*** | ***Release*** |
| Does it run without crashing? |  |  |
| Are random images for an 8-sided die displayed when the roll button is clicked? |  |  |
| Is the user’s term ended automatically when they roll an 8? |  |  |
| Are turn scores and total scores calculated and displayed correctly? |  |  |
| Do both user’s get the same number of turns?  (Even if the first to roll reaches 100 first) |  |  |
| Does the app show who won after the last turn? |  |  |
| Are the rest of the game rules implemented correctly? |  |  |
| ***Comments:*** |  |  |

Complete the ***Programming style for all solutions*** review on the last page.

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| **Part 2, Group B: Pig Game with a 6-Sided Die** | | |
| ***UI*** | ***Beta*** | ***Release*** |
| Does your app have all the widgets shown in the UI sketch? | Yes |  |
| Is the root element of both the portrait and landscape layouts a FrameLayout? | Yes |  |
| Does the portrait layout use nested LinearLayouts? | No |  |
| Does the landscape layout use a RelativeLayout? | Yes |  |
| Does the layout switch between portrait and landscape correctly when the device (or emulator) is rotated? | ***NA*** |  |
| ***Implementation*** | ***Beta*** | ***Release*** |
| Does it build without errors? | No |  |
| Is the game-play logic in a separate class? | ***No*** |  |
| Is the Random object instantiated when the main Activity class is instantiated? (Not in an event handler) |  |  |
| ***Functionality*** | ***Beta*** | ***Release*** |
| Does it run without crashing? | No |  |
| Are random images for a 6-sided die displayed when the roll button is clicked? | ***No*** |  |
| Is the user’s term ended automatically when they roll a 1? | ***No*** |  |
| Are turn scores and total scores calculated and displayed correctly? | ***No*** |  |
| Do both user’s get the same number of turns?  (Even if the first to roll reaches 100 first) | ***No*** |  |
| Does the app show who won after the last turn? | No |  |
| Are the rest of the game rules implemented correctly? | No |  |
| Comments:Dosen’t Compile |  |  |

Complete the ***Programming style for all solutions*** review on the last page.

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| **Part 2, Group C: Pig Game with Two 6-Sided Dice** | | |
| ***UI*** | ***Beta*** | ***Release*** |
| Does your app have all the widgets shown in the UI sketch? |  |  |
| Is the root element of both the portrait and landscape layouts a FrameLayout? |  |  |
| Does the portrait layout use a RelativeLayout with one or more nested LinearLayouts? |  |  |
| Does the landscape layout use a RelativeLayout with one or more nested LinearLayouts? |  |  |
| Does the layout switch between portrait and landscape correctly when the device (or emulator) is rotated? |  |  |
| ***Implementation*** | ***Beta*** | ***Release*** |
| Does it build without errors? |  |  |
| Is the game-play logic in a separate class? |  |  |
| Is the Random object instantiated when the main Activity class is instantiated? (Not in an event handler) |  |  |
| ***Functionality*** | ***Beta*** | ***Release*** |
| Does it run without crashing? |  |  |
| Are random images for the 6-sided dice displayed when the roll button is clicked? |  |  |
| Is the user’s term ended automatically when they roll double ones? |  |  |
| Are turn scores and total scores calculated and displayed correctly? |  |  |
| Do both user’s get the same number of turns?  (Even if the first to roll reaches 100 first) |  |  |
| Does the app show who won after the last turn? |  |  |
| Are the rest of the game rules implemented correctly? |  |  |
| Comments: |  |  |

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| ***Programming style for all solutions*** | ***Beta*** | ***Release*** |
| Is proper indentation used? | Yes |  |
| Are the UI elements and the variables named descriptively? | Yes |  |
| Have any unnecessary lines of code or files been removed? | Yes |  |
| Are there explanatory comments in the code? | Yes |  |
| Do variable names use camel case? (camelCase for example) | Yes |  |
| Are constants named using ALL\_CAPS? | Yes |  |
| Are methods named using PascalCase (aka TitleCase) | Yes |  |
| Is the code DRY (no duplicated blocks of code)? | Yes |  |
| Is the game-play logic in its own class (separated from the UI code)? | yes |  |
| Comments: |  |  |