

Evaluation Guidelines for Android Project

Dr. Abraham Campbell

Novelty (0-10)

This will be assessed based on the concept behind your app and in how it achieves its objectives. Therefore an app that may be very similar to previous ones on Google's Play Store could still score top marks if it achieved its objectives in novel way.

Usefulness/Entertainment (0-20)

These marks will be given based on how useful or entertaining it is. It's a difficult metric to judge but in general I would aim to assess it based on how much would someone use this app and if it can complete its objective in helping a user or in terms of entertainment could it be something that someone would keep playing.

Functionality (0-30)

These marks will assess the basic functionality of the app. Marks will be lost for crashes and any stability issues. Simple things like buttons not working or pages that become unreadable due to orientation issues will cost you marks. The assignments you have previously undertaken hopefully have given you an insight into these difficulties. So remember those insights when you are bug test your project.

Design (0-30)

Design will be assessed on two levels, one on the coding level and a second in terms of look and feel of the app. On the coding level, I will want to see a design that can be easily maintained both in terms of new features and localization. In terms of the look and feel, the user interface experience should fit into the android ecosystem but do not worry, I do not expect amazing graphic design here to get top marks. A usable interface with clear and understandable interface will get top marks even if the components do not look overtly professional.

Speed (0-10)

This grading will be based solely on the speed of the app, such as if screens take a long time to load for example.