PROJECT SPECIFICATION

Score Keeper

Layout

CRITERIA	MEETS SPECIFICATIONS
Game Chosen	The chosen game has either multiple amounts of points that can be scored, as in american football, or multiple important metrics to track, such as fouls, outs, and innings in baseball.
Overall layout	App is divided into two columns, one for each team.
Column contents	Each column contains a large TextView to keep track of the current score for that team. Optionally, a second TextView to track another important metric such as fouls can be added.
Score buttons	Each column contains multiple buttons. The buttons must track either: Each track a different kind of scoring Or Each track a different metric (one score, the other fouls, for instance).
Reset button	The layout contains a 'reset' button.
Best practices	"The code adheres to all of the following best practices: • Text sizes are defined in sp • Lengths are defined in dp • Padding and margin is used appropriately, such that the views are not crammed up against each other."

Functionality

CRITERIA	MEETS SPECIFICATIONS
Errors	The code runs without errors.
Score Button Function	Each score button updates the score TextView in its column by adding the correct number of points.
Reset Button Function	The reset button resets the scores on both of the score TextViews.

Code Readability

CRITERIA	MEETS SPECIFICATIONS
Naming conventions	"Any classes are named after the object they represent.All variables are named by their intended contents. All methods are named by their intended effect or in the style required by a callback interface."
Code style	"There are no unnecessary blank lines.One variable is declared per declaration line. The code within a method is indented with respect to the method declaration line."

Student FAQ