SIT305

Grading Criteria

Platform: [Unity]

Prefer: [on-campus]

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# Marking Justification

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| --- | --- |
| Critical Information Summary | |
| Student Name | HONG LY |
| SID | 215350188 |
| Mark Aimed For (%) | 95% |

### Criteria: Code Commits [HD]

* At least 25 unique-day commits.

### Criteria: Weekly Progress (Changelog) [D]

* List all major features added per day-of-work.
* A list of "still working on" for current features in progress.
* Summary how progress towards milestones.

### Criteria: Code Quality [D]

* Indentation is perfect.
* Each class and major method include an explanation.
* Each major method has several examples of how to call it (parameters).
* Snippet examples of returned data for each method.

### Criteria: Legal [D]

* A licenses.txt includes all materials used with legal rights for commercial purpose.
* Item name: image, sound, method or class.
* License type: (Public Domain / CC-BY / CC0 / GPL / MIT / Apache / BSD).
* Author/attribution: author name.
* About page has Legal section where all required attributions.
* Attributions include hyperlinks to source pages.

### Criteria: Playability [HD]

* At least 10 hours.
* No repetition.
* Continually engaged.
* Great storyline and players want to know how the GradonWorld finishes.

### Criteria: Data Handling [HD]

* Load and save user settings to an external file or DB.
* Load and save user state from/to external file or DB.
* Easy to create, edit and update.

### Criteria: Layout [D]

* Dynamically adjusts in real-time in orientation and resolution.

### Criteria: Bugs [D]

* Code handles all bugs, restart or resume game.
* Keeps all data safe and saved, details, reports bugs to end-user at a high level.
* Keeps a log page that end user can access (all bugs).

### Criteria: Readme.md [HD]

* Includes name, app title, app platform, link to GitHub and an overview of the game.
* Includes an explanation of major features.
* Includes an API reference of major public classes and methods so that other developers can take over the project.

### Criteria: Publishing [HD]

* The game meets App store guidelines.
* All icons and splash screens for the targeted devices.
* The game has a folder of all required information to publish the app (promo text or screenshots per device).
* The game is published.

### Criteria: Demonstration Video [D]

* Demonstrate main features of the game.
* Video and audio are clear and easy to understand.
* Professional video.

\* Note: There is no HD rubric for Weekly Progress, Code Quality, Legal, Layout, Bugs, and Demonstration Video.