

# 4 responses

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## Summary

### Your Name:

Nate Crabb

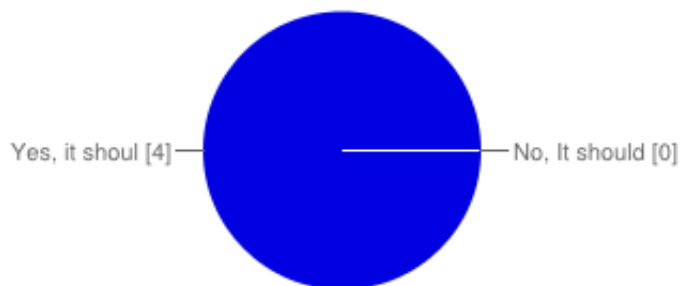
Amerie Lommen

Mackenzie Revoyr

Jaspaul Sohal

### Paul Olason

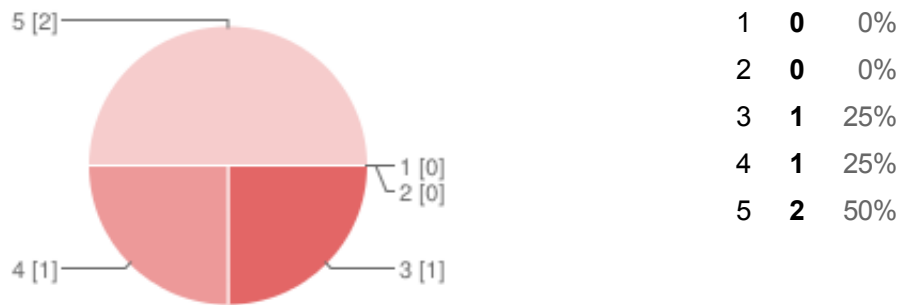
### Should the assignment receive credit?

Yes, it should receive credit. **4** 100%No, It should not receive credit **0** 0%

### Awesomeness

Yes!?!?!? **1** 25%

On a scale from 1 to 5 please rate the look and feel of the app



### Praise for submitter

I like that your EditText has a Instructions in it.

I think the overall lay out of the game was done well. Having the custom game feature is a very cool part that they added. Used the size of the screen well. Did a good job.

The game plays well and does a good job of keeping the player informed. Having a 'letter guessed' list is appreciated, and I was glad to find out the word once I failed. I'm not the best at Hangman.

The responses to user input are excellent, e.g. the app keeps track of your guesses, tells you what your last guess was, tells you outright that the guess was correct, incorrect, or already used, and tells you how many guesses are left. If you loose it tells you the correct answer and prompts to start a new game, and if you won it tells you how many guesses you took. The layout is nice and all buttons can be pressed without having to close the keyboard.

### Suggestions and Criticism

If you guess all the letters in the word so that it is entirely revealed, it continues accepting guesses (saying that each is incorrect). You have to type in the entire word to win, which was confusing.

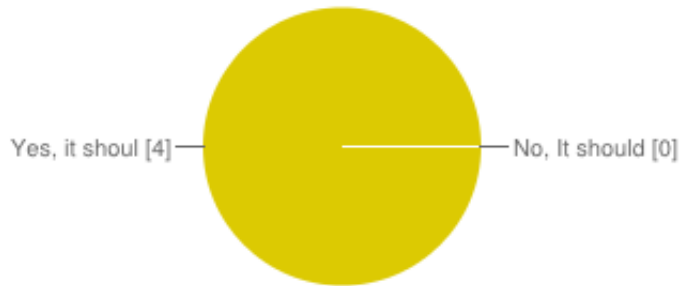
They could of maybe display the number of incorrect guess after you make your initial guess. It display as the beginning but after you make a guess it goes away. Also the Text View showing what the user guessed and whether it was correct or not got cut off on the bottom. Other than that it was good.

There were a few times words would overlap. Nothing game breaking, but a bit annoying. One of the requirements for this assignment was to have 2 different layouts. While this app technically had 2 layouts, having nothing in the relative layout seems a bit on the edge.

Your EditText allows more than one character but does not look at if any of the characters are correct. I think it should either only allow one or check each letter guessed

## Ariel Cooper

### Should the assignment receive credit?

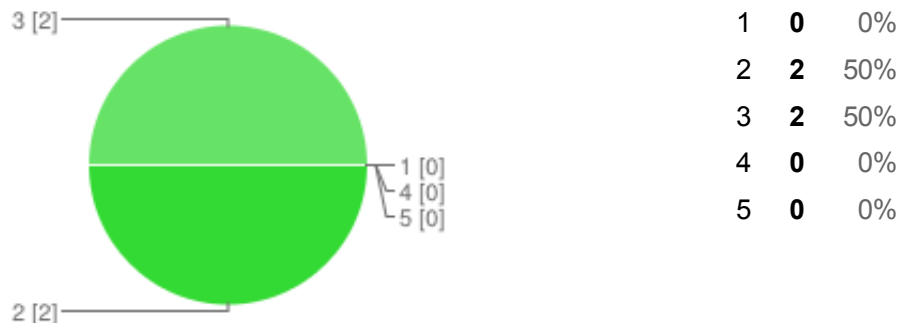


Yes, it should receive credit.	4	100%
No, It should not receive credit	0	0%

### Awesomeness

No responses yet for this question.

### On a scale from 1 to 5 please rate the look and feel of the app



### Praise for submitter

The code looks solid, and I like how big the enter and reset buttons are. I also like the use of the Table layout :)

The app handles most invalid input (guesses after the game is over, letters that have already been guessed) gracefully in that it doesn't crash. The colored buttons look nice and the layout is simple and easy to use.

You can guess more than one character at a time can be nice if you want to guess the whole word

The layout is nice. I like the use of color. The reset button works.

### Suggestions and Criticism

-It displays what the word is after 1 guess -The guessed letters don't reset -You should tell the user if they guess an already guessed letter

When I tried the app the 'enter' button wasn't on the screen, I had to move it in the xml file and then it worked. When I guessed the letter a, it showed I missed the letter and told me what the word was.

So i couldn't even actually play a game. It gives you a place to enter your guesses but there is not button to submit the guess. I tried multiple times to play but i couldn't get a actual game going. I mean she obviously tried i would give her some credit but it really isn't working to well. When i tried to click back into the text box the cursor wouldn't come up.

Answer is shown after first wrong guess (the word "Guess: " is replaced by the answer, and incorrect guesses go below it. This is obviously a huge issue. The guesses do not reset when you hit the reset button. There should probably be some kind of response message when the user looses, wins, enters an invalid guess, etc. App should probably not accept guesses that contain non-letters.

## Samuel Tames

Should the assignment receive credit?



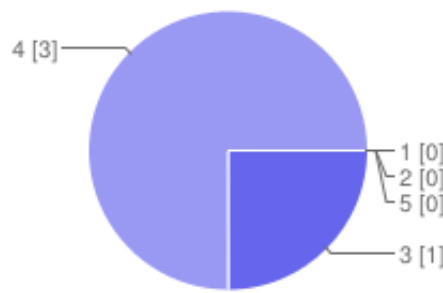
Yes, it should receive credit.      **4**      100%

No, It should not receive credit      **0**      0%

### Awesomeness

No responses yet for this question.

On a scale from 1 to 5 please rate the look and feel of the app



1	0	0%
2	0	0%
3	1	25%
4	3	75%
5	0	0%

### Praise for submitter

Good job disabling the rest of the board when someone wins - I forgot about that on mine during week 2.

Handles all user input/game sequences correctly. Very plain but everything works. :)

The game plays as promised, X or O wins when they're supposed to! As requested for the assignment this app uses multiple layouts, and the code looks solid

Did a good job with spacing the grid from the board. Also good job with displaying whose turn it is. Good job determining who wins and when a tie occurs.

### Suggestions and Criticism

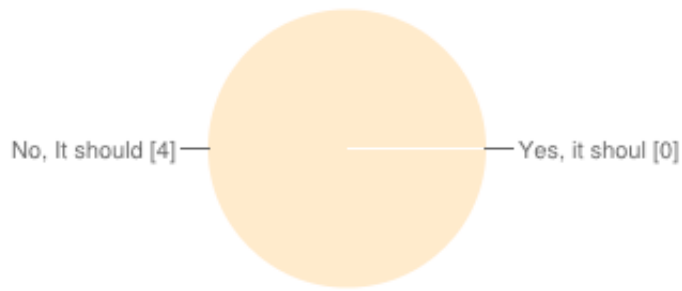
I don't have any criticisms

The app is missing a title on main screen. Didn't really use the entire screen too well. A good amount of empty space. Buttons are kind of small for the board and the size of the text filling the positions on the board are extremely small. Lets you choose a spot that has already been chosen which should not happen.

A bug I noticed, before the game is over a player can place their X or O on a button that already has one. That is a player can play in the same spot every turn and the other player can place wherever they like. A check to see if the button has text already would take care of this

**Brian Bonafillia**

**Should the assignment receive credit?**



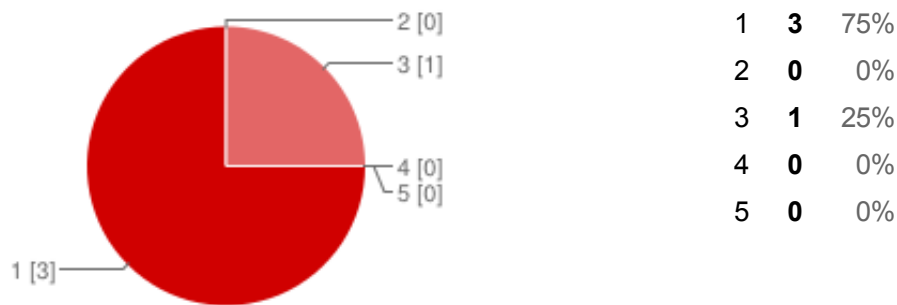
Yes, it should receive credit.      **0**      0%

No, It should not receive credit    **4**      100%

### Awesomeness

No responses for this question.

**On a scale from 1 to 5 please rate the look and feel of the app**



### Praise for submitter

project wasn't in turn in folder.

### Suggestions and Criticism

Bryan's app has not been turned in.

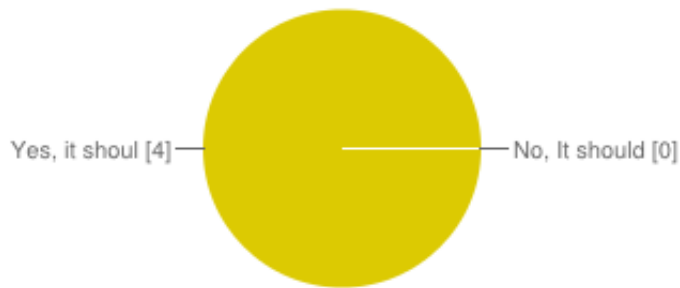
project wasn't in turn in folder.

Was not in turn-in folder on Tuesday when I graded... :(

grading I cant find any apps belonging to Brian in the week3 folder...

**Seth Simms**

**Should the assignment receive credit?**



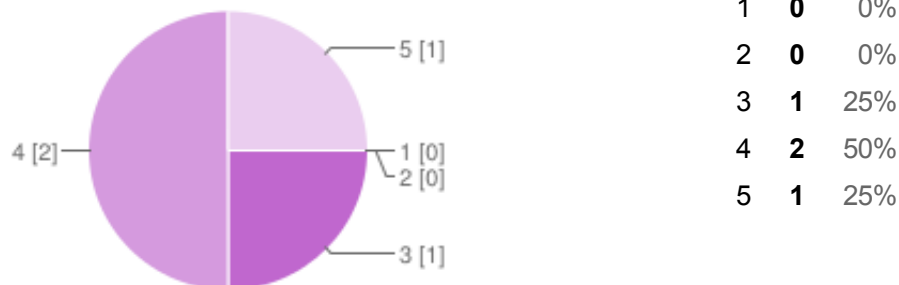
Yes, it should receive credit. **4** 100%

No, It should not receive credit **0** 0%

### Awesomeness



### On a scale from 1 to 5 please rate the look and feel of the app



### Praise for submitter

It takes your guess as you type rather than needing any other input. It has a Help button which is great.

Did a good job with just having user be able to type guesses and not having to press enter. I like that they added a help button to help the user. I like that they tried having a toggle keyboard button, but it didn't work. It tells you already guessed a letter if you try to guess it again which is nice.

I like how the keyboard stays open, not having it pop up and down is really great I also appreciate the help button, an explanation of the rules is nice Excellent UI

I like that all the buttons and things are visible with the keyboard open, and how the guessing is instantaneous (don't have to press guess) even though it was kind of

confusing at first since there was a space between the "Toggle Keyboard" button and the "Help" button that looked like it might be a text. I also like that you included a "Help" popup, more apps need that.

## Suggestions and Criticism

Maybe add more dictionaries. And more difficulties.

Did not use the entire screen. There is a good amount of empty space on the screen.

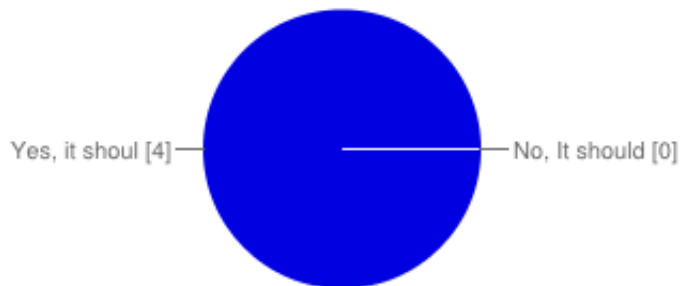
The toggle keyboard button is nice but it doesn't work. It would be nice to see the word once you lose the game. Other than did it was a pretty good job

It would have been nice to get the correct answer when you lose. Also, most games of hangman I have played allow you to enter more than one letter at a time. I guess this is a tradeoff with the interesting input scheme you set up.

Its a small gripe, but if you don't guess the word and lose, the app doesn't let you know what the word was

## Marcel Cunanan

### Should the assignment receive credit?



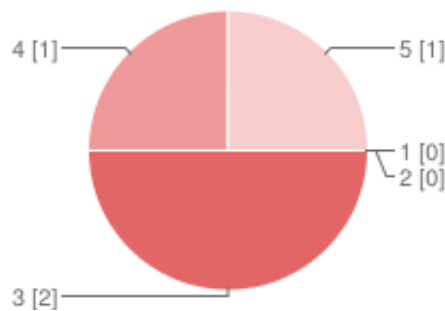
Yes, it should receive credit.	<b>4</b>	100%
No, It should not receive credit	<b>0</b>	0%

### Awesomeness



### On a scale from 1 to 5 please rate the look and feel of the app





1	0	0%
2	0	0%
3	2	50%
4	1	25%
5	1	25%

## Praise for submitter

Using your own pictures was nice.

I like that he made up his own version of the hangman by using a tattoo instead of the original hangman. I like that he has the correct answer button that will show you the answer. It displays all the things you would want such as countdown till you loose and previous guesses. Also the position where you are supposed to enter a letter, it says Enter a Letter which is nice.

I love the picture; nice timely reference! :D They layout is also very nice. It was a good idea to put everything in the center with the reset button in the corner. The Toasts in response to user input were good as well as the pop-ups when a game ended.

The app plays the game well, no gripes there Creative use of the charmander picture I really like the 'correct answer' button

## Suggestions and Criticism

The EditText allowed for more than one character input, if you set the max length to 1 it will only allow 1.

I really don't like the layout. Everything is way to compacted and put right next to each other. The spacing is not good. He also has buttons on top of the tattoo being created which takes way from actually being able to see the tattoo. Which is supposed to make the game unique. There is a good amount of empty space as well. The game play is nice i just think layout could of been better.

We were asked to have 2 layouts for this assignment, this one has a single relative layout. As a result the pieces felt squished together. Not gonna lie, Charmander freaked me out a bit when I first played the game.

It would have been nice to show the letters the user has already guessed on screen and to input complete words as guesses.

## Number of daily responses

