jimbobway200@gmail.com
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5 responses

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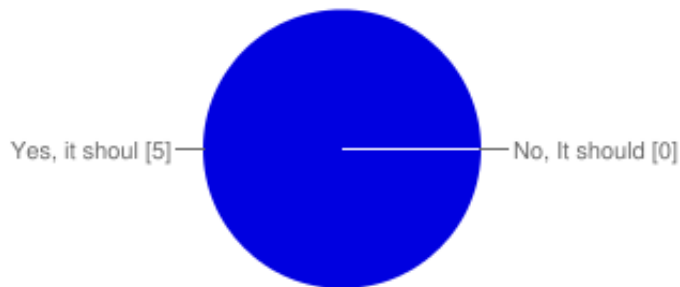## Summary

Your Name:

Samuel Tames

Paul Olason

Marcel Cunanan

Seth Simms
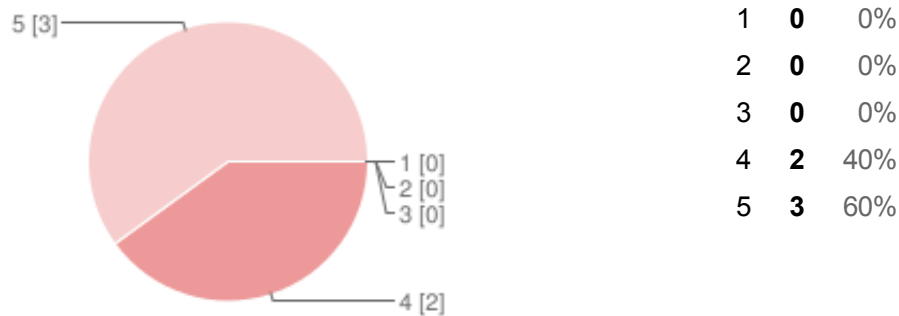
Ariel Cooper

Brody Coleman

Should the assignment receive credit?

Yes, it should receive credit.	**5**	100%
No, It should not receive credit	**0**	0%

Awesomeness

Yes!?!?!?!	**1**	100%

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

1	**0**	0%
2	**0**	0%
3	**0**	0%
4	**2**	40%
5	**3**	60%

Praise for submitter

Looks great, pretty fun. Nice sound effects, fits well.

Cool idea, good execution. This app has a nice use of different activities. Background looks good, and I like the use of the custom app icon. Overall this is a very good app.

Like the original game idea, use of sound effects, touch, animation. Could be developed into a much larger project as well.

It looks as though you've put some effort into this app. It also looks to be more sophisticated than other apps I've graded. You've also put more effort into the README and the code than all other's I've graded. You seem to have met all the grading criteria.

really cool app, it works in both portrait and landscape mode and it has music. Really good name for the app too!

Suggestions and Criticism

The back button on the game takes you to the previous score screen instead of the main menu, but the game keeps running in the background and forces you to lose, which then causes the score activity to close and open again with the new score. Was able to cause the game to crash just by trying to play a few times - "android.view.ViewRootImpl$CalledFromWrongThreadException: Only the original thread that created a view hierarchy can touch its views." on line playGame.java:184. It appears to be caused by going back to the main menu and starting a new game before the previous one has stopped.

I ran into a crash when replaying after an initial game. I wasn't able to click any bugs and then the studio crashed. I also found the sound effects inconsistent. The squish noise only plays for some bugs, so I wasn't sure what it was indicating at first. If you went back to this I'd suggest making a sound effect play when the bugs make it through and the player takes damage.

The app crashes upon any attempt to start the game by tapping. This is reproducible. I am using the emulator. I'll assume the app works and there's an incompatibility/oversight with the emulator setup. It's throwing an "Android View inflateException" https://stackoverflow.com/questions/20762720/android-view-inflateexception-binary-xml-file-line-1-error-inflating-class-andr

The tablet can have some slow response times, so maybe less frequent bugs.

sometimes when i click on a bug they wont debug haha

Jacob Fowlkes
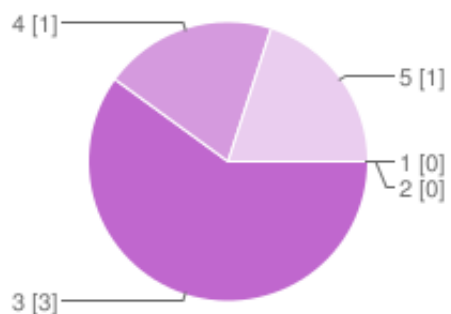
Should the assignment receive credit?
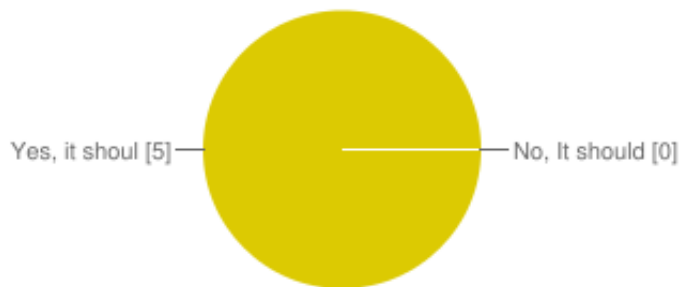
Yes, it shoul [5] ———   ——— No, It should [0]

Yes, it should receive credit.	**5**	100%
No, It should not receive credit	**0**	0%

Awesomeness

Yes!?!?!?!   Yes!?!?!?!   **1**   100%

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

4 [1]
5 [1]
1 [0]
2 [0]
3 [3]

1	**0**	0%
2	**0**	0%
3	**3**	60%
4	**1**	20%
5	**1**	20%

Praise for submitter

really cool app, im not into dota; more of a LoL person but something like this for league would be cool

The app seems to work and not crash. Excellent. Rotation seems to not break anything.

Meets criteria 1-6 and has spinner. Everything works -- no major complaints. Neat idea, could be expanded into a larger program, with ability, matchup information, etc.

Really cool idea. Worked really well with the assignment, and showed your interests.

The formatting looks good in most places. The champion select spinner is a nice touch. Good use of transporting data between activities.

Suggestions and Criticism

In the champion view the lore ends up overlapping the fancy dialogue button. I noticed an issue I ran into with my project, when you switch orientations while playing a voice clip, the play/pause button no longer controls the voice clip. By clicking the pause button again another version of the sound clip will play over the previous one.

Much of the UI is broken in the second activity. The play button and text overlays the character description. I use the emulator/Nexus5. The audio doesn't stop when leaving the app. I don't see an attempt to save app state, but I don't think you have much state to save.
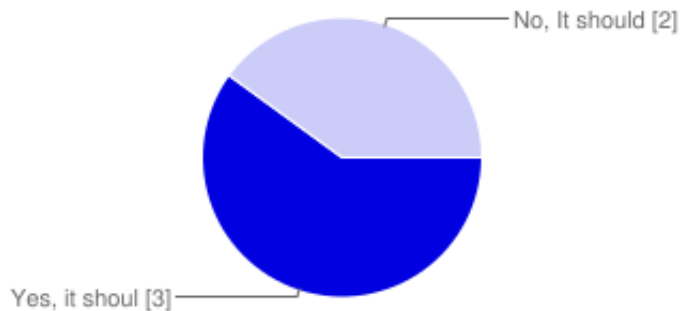
nothing

An audio file was choppy, all others worked fine.

Layout gets messed up in landscape mode (overlapping text/buttons), audio keeps playing when you back out of the activity. Could change the display name for the second activity to something else so you don't have "DisplayHeroDataActivity" on the action bar.

Jacob Moorhead

Should the assignment receive credit?

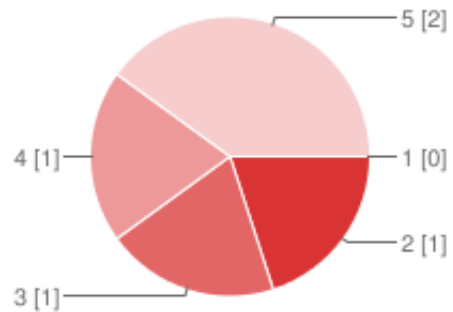|		
Yes, it should receive credit.	**3**	60%
No, It should not receive credit	**2**	40%

Awesomeness

Yes!?!?!?!   **1**   100%

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

1	**0**	0%
2	**1**	20%
3	**1**	20%
4	**1**	20%
5	**2**	40%

Praise for submitter

I like that you can rewind and fast forward. One of the best looking apps I have seen.

not my kind of music but its a good app, i like the black background with the nice buttons. It makes everything easy on the eyes

Layout looks good, use of picture buttons, I like the android picture as a placeholder for album art. The fast forward and backward buttons are cool, and I like the progress bar and song duration text.

Plays music. Pauses, plays… Handles rotation issues such as broken state(by accident?).

Like the buttons, design is off to a good start.

Suggestions and Criticism

This needs a second activity, such as a song select, to fit the constraints of the assignment. The app does handle rotation, though it does so by preventing the app from rotating. I made a similar app and had a great deal of difficulty keeping the songs position when changing orientation, so this is one way of dealing with that, but a readjusted format would fit the assignment requirements better. The song duration also initially reads "Song Duration," as opposed to the actual song duration.

Does not meet project requirements -- only one activity. Seekbar doesn't actually let you seek. Disabling rotation entirely is not quite gracefully handling it. Almost no code, doesn't seem like much effort was put into it.
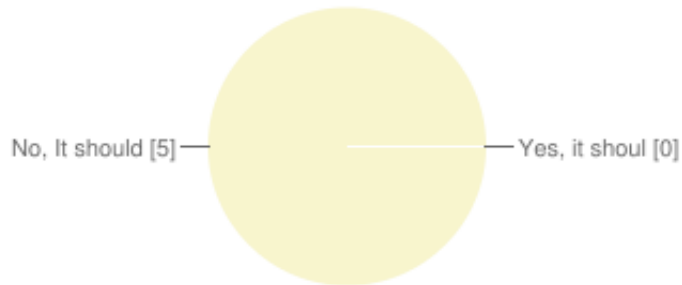
nothing

No rotation. Pressing pause before play breaks the app. Can't seek with the "slider" Just one activity, and therefore no data being moved between them. No state being

saved(but none needed to be as the sound continues..?). Music doesn't pause when you leave the app. (maybe a feature!)

Phillip Bordenave

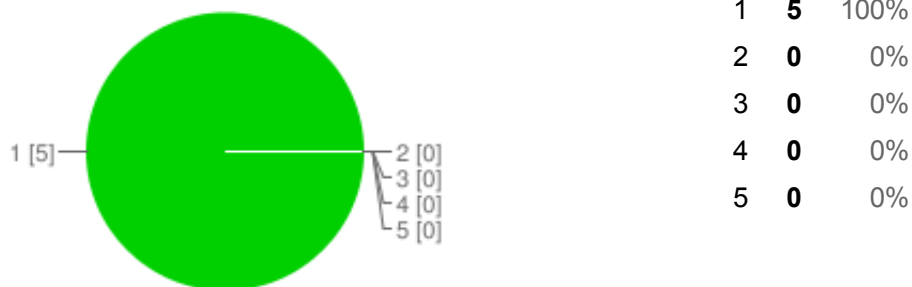## Should the assignment receive credit?

No, It should [5] ——   —— Yes, it shoul [0]

| Yes, it should receive credit. | **0** | 0% |
| No, It should not receive credit | **5** | 100% |

Awesomeness

No responses yet for this question.

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

1 [5] ——   2 [0]
                                  3 [0]
                                  4 [0]
                                  5 [0]

1	**5**	100%
2	**0**	0%
3	**0**	0%
4	**0**	0%
5	**0**	0%

Praise for submitter

As of April 30th at 5:50 pm, I did not see the file in in week 4 folder.

No file submitted.

Suggestions and Criticism

Couldn't find it

I couldnt find it… was it not turned in?

No file submitted.

I don't see a submission.

Number of daily responses