5 responses

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Summary

Your Name:

Samuel Tames
Paul Olason
Marcel Cunanan
Ariel Cooper
Seth Simms

James Halvorsen

Should the assignment receive credit?
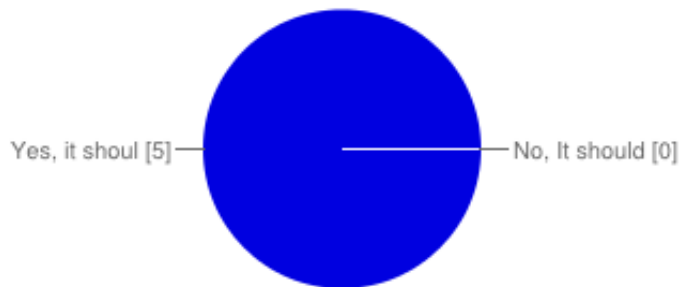
Yes, it should receive credit.	**5**	100%
No, It should not receive credit	**0**	0%

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	**3**	60%
4	**2**	40%
5	**0**	0%
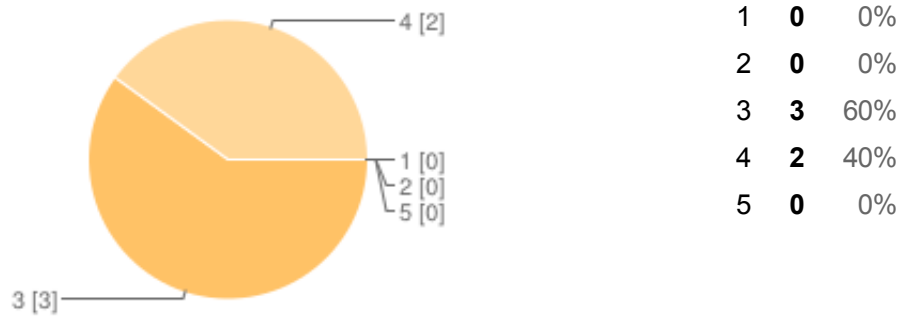
Praise for submitter

I like that you created a home screen and a playable screen. The layouts look good.

I don't know why but I couldn't run the program, so I don't know how to grade this program

I like that you used your own graphics for this and that you can choose a word for someone else to play.

Has more features than other hangmen games Graphic quality is better than other games

This app is composed of two separate activities, a word entry activity and the actual game. The value entered in the first activity is passed to the second. This surpasses the requirements of the assignment, and is a nice touch to prevent the player from knowing the entered word. The redrawn hangman also looks much nicer than the provided hangman images.

Suggestions and Criticism

I wasn't able to get the project to run, but I did look at the code and it looked good

Hard to tell how many letters are in the word since the underscores all blend together. Keyboard covers up buttons since image is so large. After guessing, required to backspace to guess new letters and it ends up being very difficult to play.

In both activities the keyboard covered the buttons, and it would have been more convenient had they been placed so that they can be clicked while the keyboard is displayed. The dashes that display the answer were small on my display, which made it difficult to discern how many letters were in the word initially. I also had to change the run configurations back to default in order to compile and run the program. Realistically this wouldn't be an issue since users wouldn't be running the program through Android Studio, but it wasn't immediately clear if the program would run.

Guessed letter should be "reset" after a guess UI is covered by keyboard on a Nexus5 "enter" button on keyboard could be used to guess letter

see "praise for submitter"
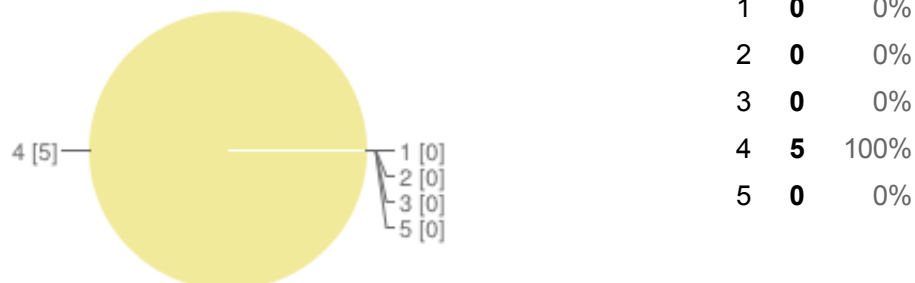
Bryan Holdt

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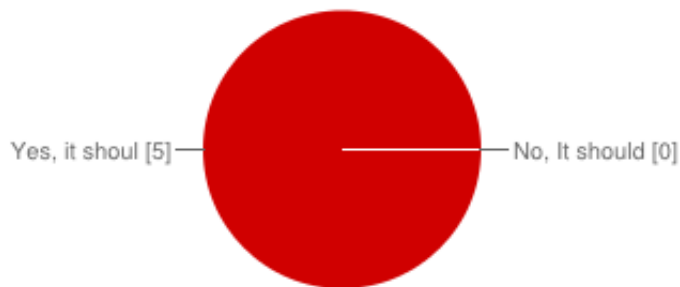
Yes, it shoul [5] ——————— No, It should [0]

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

Awesomeness

No responses for this question.

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

4 [5] ——— ┌ 1 [0]
            ├ 2 [0]
            ├ 3 [0]
            └ 5 [0]

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

Praise for submitter

The UI is fine on a smaller display. Some other apps aren't. The win and lose screens are nice.

I like that you used color. Also having a win and lose screens is cool.

Landscape mode works! The UI is very nice, I can see everything very clearly. Cool thing is when you lose a lose screen pops up and you can reset the game that way. I also like how the background is green.

I like how you use a second activity for the win/lose screens.

The background color is nice. The formatting is nice, no buttons are obstructed, and its able to fit either orientation which is nice. It was cool how win and lose were separate

activities.

Suggestions and Criticism

The games doesn't reset when pressing on the new game button. Everything is a bit on the small side (using the nexsus 7).

Text is a bit small for the tablets. Larger text would help fill up the screen better.

The app seems to have performance issues. Though I am using the emulator... (other apps run fine) The graphics are of low quality. The new game doesn't seem to work.(I get a "reset game" popup, but no reset)

I couldn't tell if the new button did anything other than display the message "reset the game." You could also display a message when the user guesses duplicate values, or show a count of the remaining number of guesses

Would be nice if you added a notification to the user for when they guess a letter they have already guessed.
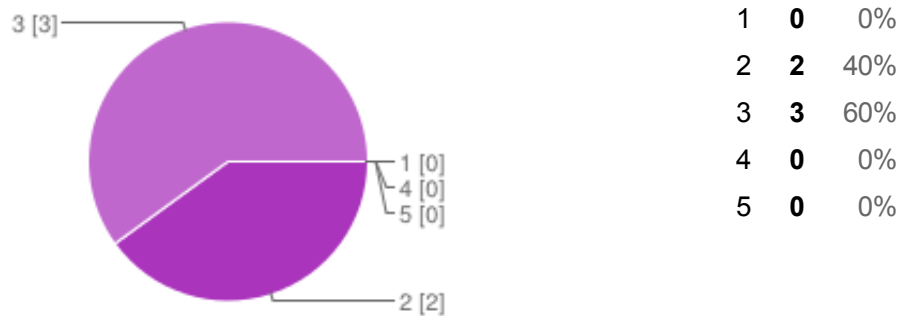
Matthew Lam

Should the assignment receive credit?
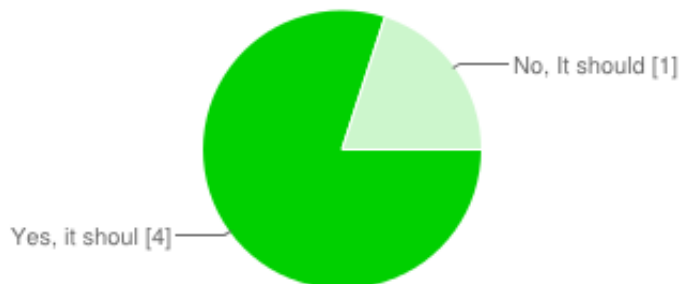
| Yes, it should receive credit. | 4 | 80% |
| No, It should not receive credit | 1 | 20% |

Awesomeness

No responses for this question.

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

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

Praise for submitter

The grid of letter buttons is okay, but the keyboard could be used just as well...
Features implemented seem to not be buggy

Interesting how you implemented your own keyboard.

The hand made keyboard was cool. It's a nice way of sanitizing user input to avoid
unwanted characters such as numbers from being entered, and a cool use of the grid
layout.

It looks nice, a handmade keyboard is freaking awesome!

Landscape mode works, I like how everything is easy to look at.

Suggestions and Criticism

There was no word to guess, so its really hard to win. Also once a letter is guessed
maybe disable the button or not loose more life.

No game reset No place to see letters already guessed No "underscores" to represent
the to-be-guessed word. Poor graphics quality. no need for "hangman" graphic when the
title is above it

The game doesnt reset properly, I can use the same letter over and over again to guess
(which makes me lose). I aslo can't see how long the word is or if I get the letter right.

No way to start a new game. Word doesn't display. No guesses register. Game doesn't
appear to function at all.

There isn't any indication how long the word is, or when a correct letter was guessed. It
also appears to penalize correct guesses, though its not entirely clear. A reset option
would be nice, at least once the game has ended. It's also possible to guess duplicate
values repeatedly.
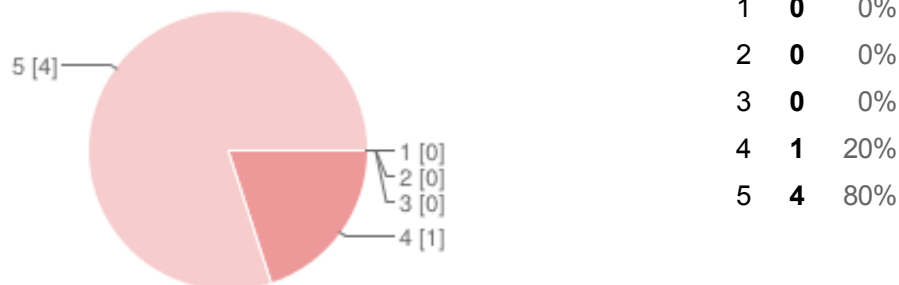
Charles Schuy

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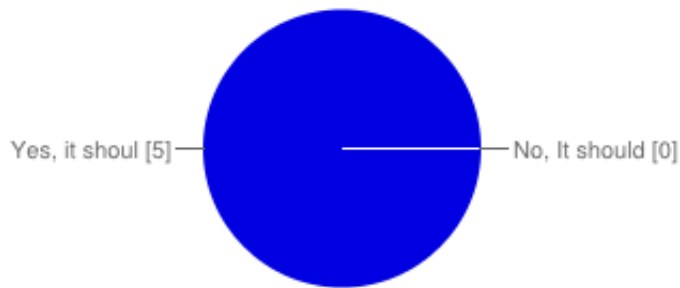
| Yes, it should receive credit. | **5** | 100% |
| No, It should not receive credit | **0** | 0% |

Awesomeness

Yes!?!?!?! **1** 20%

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	**1**	20%
5	**4**	80%

Praise for submitter

Everything works like it should! There wasnt anything that broke. I really like the driod hangman picture he used. It was very easy on the eyes.

I like that you created your own game class instead of just writing it within the activity itself. I also like the custom android hangman images and that you clear the textbox after a guess.

I like the graphics for the hangdroid. Its looks nice and it displays the word at the end which is good.

It works well. Alerts work well. The android mascot use is good. Minimal UI issues No bugs found.

I like the "hangdroid" variation on hangman. Its nicely formatted and has a neat theme. Overall, its a nice application.

Suggestions and Criticism

One improvement could be to prevent the player from guessing non-letter characters like "!" and "?." Otherwise, the only suggestions I can make are cosmetic. Possibly a message could be added when the player attempts to guess duplicate values, or a counter showing how many guesses remain.

nothing.

Would be nice to have a message alerting the user when they try to guess a letter they have already guessed.

Maybe don't show the correct guessed letters

On a smaller display(Nexus5) the word being guessed is wrapped along the right side over many rows. A different placement of the guessing word would likely work better. Graphics quality is also low, but I'm just nitpicking.
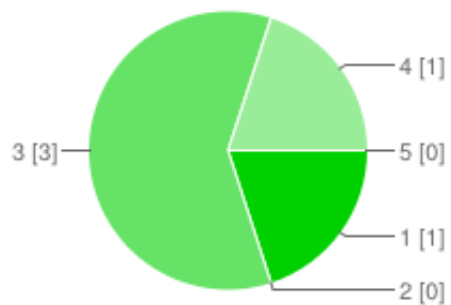
Ryan Amundson

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

No responses yet for this question.

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

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

Praise for submitter

I see an attempt at the game in the code. I'll believe that the reason this is broken is because of the smaller screen. Maybe you ran out of time and didn't fix the bugs, or maybe you didn't consider the smaller screens, or maybe there's an issue with the setup I'm running your app under. I'm not sure, but it doesn't work....

Like the use of custom graphics, design is well suited for tablet use and the buttons fit perfectly above the keyboard.

Mostly everything works except the reset button.

The button layout is nice, the large buttons match the keyboard nicely and fit naturally to the users thumbs. The hangman picture was nice and bold, and I liked the x eyes. The guess counter is also a nice touch.

Everything that should work, works!

Suggestions and Criticism

Word display overlaps with image, placement of guessed letters is non-intuitive and there is no label notifying the user of what they are.

On longer words the word and number of guesses ended up overlapping with the hangman. Readjusting the positions of these fields would make the word much easier to see. Also, the player is allowed to guess any value, such as "!" or "?", which may not be desirable.

The app throws many exceptions and crashes after clicking reset immediately... The UI is completely broken on this smaller screen size, so I can't press anything other than guess or reset. I'm using the emulator-- a Nexus5 All the UI elements are stacked on top each other.
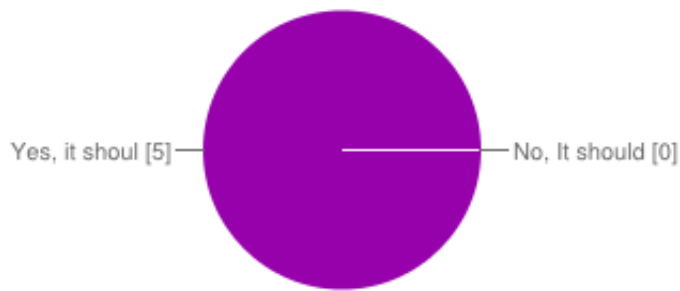
The reset button didn't work.

Breaks when you go to lanscape mode. When the reset button is hit the game crashes. Sometimes the word overlaps with the picture depending on how long the word.

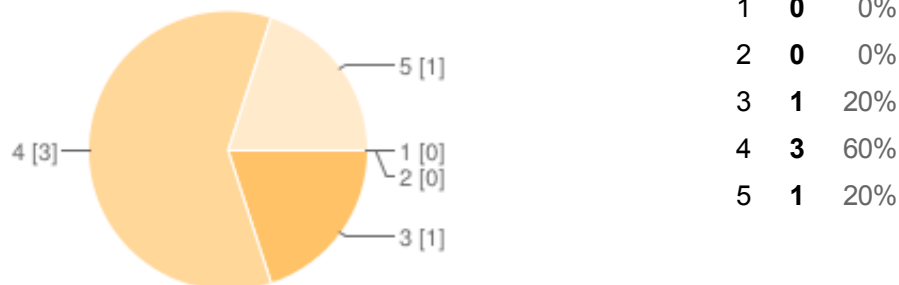# Daniel Gonzales

Should the assignment receive credit?

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

Awesomeness

Yes!?!?!?! **1** 20%

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

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

Praise for submitter

Follows spec, provides appropriate error messages, everything works like it is supposed to.

The messages for each action are a nice touch. The formatting on all the elements is very nice, they feel very logically organized and complement one another.

Probably the best hangman of the bunch. The UI is good on a smaller screen. (Nexus5) No bugs found.

Everything works the way it should there is only minor hiccups in the UI.

I like the little popups its a nice touch

Suggestions and Criticism

Everything is on the small side (using nexsus 7 to grade) but this makes it so that lanscape mode works. But when in landscape mode we cant see the letters we have guessed already. The popups are really cool (toast messages).

Once the game is over the "You've guessed" should be removed or changed as it doesn't make much sense to have that and then the game status printed underneath it.

It needs a better layout, feels very cramped. Also since you can only guess one letter at a time there is a way to limit the characters you can input on the line.

Image is quite small, consider scaling slightly. It also moves when the word gets filled in, perhaps have it in a static location? Toasts can queue up and also cover the keyboard.

There's a large amount of white space between the keyboard and buttons. The display feels somewhat squished at the top, so potentially it could be more spread out to take advantage of this space. Also the display ends up reading "You have Guessed: Click Reset to play again," so you might want a different message in there.