### Marking Justification

|  |  |  |
| --- | --- | --- |
| **Criteria** | **Grade I Want** | **Evidence** |
| Weekly Updates | P | I uploaded to cloud every week |
| Weekly Progress | D | My changelog includes everything I worked on, for each day I worked. Also has a list of things that still need soing if they werent completed on the day. |
| Code Quality | D | Each of my functions is thoroughly explained and where there are parameters, they are explained also. |
| Legal | HD | All content outsourced is documented as per authors wishes. I include links to each of the sources. None of the images required attribution. |
| Playable levels | HD | I have 39 playable levels, 19 images with each a 3x3 and 4x4 option, and 1 hard mode. |
| Playability | D | I could see a slider game being played for 5 hours, but not 10. |
| Quality | D | The app works on all devices, has many options for puzzles to do, looks nice and functions well. |
| UI Design | D | The UI is consistant throughout the game, colour theory has been used to develop a colour pallete that is used. Spacing between elements is consistant. Layour is intuative and labelled very obviously. Feedback is given to user on clickable objects and also tiles have an animated border for correct and incorrect placement. |
| UI Layout | D | The app works on portrait phone, desktops, and tablet portrait and landscape modes. The app adjusts in real time to changes in resolution and orientation. |
| Code Structure | HD | I constantly use 4 UI components being, buttons, images, headings and paragraphs. These are created with functions in the UI.js. |
| Data Structures | D | My data is separate from my program code, and contains massive data objects for each difficulty and each puzzle (over 2000 lines). |
| Extensible | C | You can add as many images (for puzzles) as you like by splicing the image and adding the object in the same format. |
| Readme.txt | C | My readme contains an overview of the app, its title and my name. Each major feature is listed and breifly described. |
| Demo Vid | D | My video is structured and trimmed. My voice is clear through the video. |