Android Rubric

KNOWN bugs:

Item	Points		X if Done
1 Tier: Main activity (button rather than touch/animation OK here)	**13**		**X**
Required components (title, score, game area, select button)		3	X
Custom game area fills majority of the screen (e.g. landscape)		3	X
Custom game area aspect ratio and relative size constant		5	X
Title and score at top, and room area marked		2	X
2a Tier: State machine (button rather than touch/animation OK here)	**21**		**X**
State machine framework is present		3	X
Framework controls current room and its appearance properly*		5	X
Movement to the next room works properly*		5	X
Blue room guard condition works properly*		5	X
End condition*		3	X
2b Tier: Touch and animation		**14**	X
Left/right swipe/touch release works		4	X
Player moves smoothly		4	X
Player resets to center after reaching edge		3	X
Score updated	3		**X**
2c Tier: Player appearance		**14**	X
Select player floating button exists		2	X
Select player opens with 2 options (2pt each)		4	X
Floating buttons affect player appearance correctly		4	X
Works on small/large screens		4	X
3 Tier: End game		**12**	X
End dialog exists		2	X
End dialog opens at right time	2		**X**
End activity score correct		4	X
Works on small/large screens		4	X
Tier-pre extensions: Rotation		**14**	X
score		2	X
player position		2	X
floating buttons open/closed		2	X
player type		2	X
guard condition		2	X
room		2	X
end dialog reopens if already up		2	X
Final Tier: extensions	**15**		
1) <E1.A: *5pts – This may be seen in the backgrounds of each room. The image files are located in the drawables and may be tested by moving between each room. blue_castle.png should be displayed in the blue room, red_castle.png should be displayed in the red room, and grey_castle.png should be displayed in the grey room. These images will be restored after each rotation* **2)** <E1.B: *10pts – this may be seen in place of the square and circle shapes. The image files are located in the draqables. This may be tested by selecting the black ninja icon from the FAB menu and black_ninja.png will be displayed, selecting the yellow ninja icon from the FAB menu will display yellow_ninja.png. these images will be restored after each rotation* **Etc** I added in a minigame inside of the blue room to unlock the exit in the red room. There are 4 grey buttons numbered 1-4. The user needed to select the			

buttons in the proper sequence to unlock the exit. Each time a user selects the next button in the sequence, it will be indicated by turning the button green. If a user selects an incorrect button, a Toast will be displayed indicating the selection is invalid, all the buttons will be colored grey, and the mini game resets. A user will need to continue guessing the order sequence of the buttons until it changes all the buttons to green. When this happens, the instructions for the minigame located above the buttons will change the text to "YOU DID IT, GO GO GO!!!". This text will continue to be displayed in each room until the exit is reach in the red room. After exiting the right side of the red room, all of the game view will be erased and a dialog box will be displayed with the time score for escaping the adventure game as well as a button to restart a new adventure game. Each time an adventure game starts, a new random sequence will be generated that the buttons must be selected and recolored to green for the exit in the red room to unlock. The color of the buttons and the state of the minigame will be restored after every screen rotation as well. Because of the minigame and the restart activity button I added to my dialog box, Dr. Rebenitsch said I could be considered for extra "wow" points but that she needs to look at the program herself.		
Total	100	

*must have a tag in code