

Grading Rubric for Lab 3, Part 2: Pig Game v2

Criteria	Points (50 total)
Functionality	(40 subtotal)
When you rotate the device or emulator, are the scores, player names, and current player's turn preserved? Or if the screen orientation is locked, test this by: clicking on the home button (circle), string another app, then click on the "recents" button (the square) and restart the Pig Game. The same items as those listed above should be preserved.	10
Is there a menu on the ActionBar (or Toolbar) with two items: Settings and About?	5
When a user clicks on About does a toast pop up (or an about screen displayed)?	5
When a user clicks on Settings, is a settings activity displayed?	6
Are there at least four settings?	4
Do all the settings work (have an effect on the game)?	10

Code Quality	10 Points Total
Does the program run without crashing?	3
Is all the game-play logic in a separate class?	4 (one point deducted for each "no" answer)
Is the game-play class written with good programming practices (private instance variables modified by assessors and mutators, constructor for initializing state, no dependencies on UI code, single return per method, no duplicated code blocks, etc.)	
Is proper indentation used?	3
Are the UI elements named according to convention (example: incrementButton)?	
Are Java variables, constants, methods, and classes named using descriptive names? (Example: <i>int count</i> , not <i>int i</i>)	(one point deducted for each "no" answer)
Have any unnecessary lines of code or files been removed?	
Are there explanatory comments in the code?	
Do variable names and methods use camel case? (Example: camelCase)	
Are constants named using ALL_CAPS?	
Are classes named using PascalCase (aka TitleCase)	