Grading Rubric for Lab 4, Part 2: Pig Game v3

Criteria	Points (50 total)
Functionality	**(40 subtotal)**
Does it run without crashing?	3
Note: The instructions about which layout to use with what screen size and orientation were somewhat unclear. So accept any combination of layouts as long as there is one combination of size and orientation where the fragments are displayed singly in separate activities and at least one combination where they are displayed together in a single activity.	
On a device or emulator with a small screen:	
Is just one fragment shown at a time?	3
Is the 2nd fragment shown after you click the new game button?	3
Can you navigate back to the 1st fragment using an up button on the Toolbar (or ActionBar)?	2
Do all the game functions still work?	2
On a device or emulator with a large screen, landscape orientation	
Is the two-pane, landscape, layout used (two fragments side-by-side)?	4
Do all the game functions work?	2
On a device or emulator with a large screen with portrait orientation	
Is the two-pane, portrait, layout used (two fragments one above the other)?	4
Do all the game functions work?	2
For all three size/orientation combinations, when you rotate the device, are the scores, player names, and current player's turn preserved?	5
Is there a menu on the ActionBar with a Settings item? Is a settings screen is displayed when you click on it?	5
Do all the settings work (have an effect on the game)?	5

Code Quality	10 Points Total
Does the program run without crashing?	3
Is all the game-play logic in a separate class written with good programming practices?	2
Is proper indentation used?	5
Are the UI elements named according to convention (example: incrementButton)?	
Are Java variables, constants, methods, and classes named using descriptive names and correct casing?	(one point deducted for each "no" answer)
Have any unnecessary lines of code or files been removed?	
Are there explanatory comments in the code?	

Comments: