Criteria	Level 4 4 points	Level 3 3 points	Level 2 2 points	Level 1 1 point	Criterion Score
all navigation is done with navigation components, and safe args.					/ 4
score is passed to game over fragment using safe args (or shared viewModel)					/ 4
nav draw menu implemented					/ 4
nav draw menu has menu items for About and Rules pages					/ 4
overflow menu is implemented					/ 4
overflow menu has items for About and rules pages					/ 4
About page with image, text (in scroll view), and up navigation (<- arrow on left side of action bar)					/ 4
Rule page with image, text (in scroll view), and up navigation					/ 4
Title page as starting destination					/ 4
All game state is kept in the viewModel					/ 4
All game logic is kept in the viewModel					/ 4
use dataBinding and LiveData to display Question and current score					/ 4
when the user selects true or false display a green check or a red X to let them know if they got it right or wrong					/ 4
true and false checkboxes have nothing check if question has not yet been answered					/ 4
Clicking next or previous should wrap around, next on the last question should go to the first question, previous on the first question should go to the last question					/ 4
Once the user has answered a question that questions should display the users selections and the check mark or x, and the true/false buttons should be disabled					/ 4
All game logic and data is in the viewModel					/ 4
when all questions have been answered the game should automatically navigate to the game over screen, passing the score using safe-args					/ 4
Navigation to the game over screen is triggered by an event raised in the viewModel and observed in the UI Controller					/ 4
game over screen displays an image, the score, and has up navigation					/ 4
all screens have appropriate titles in the action bar on top					/ 4
meaningful identifier names are used throughout					/ 4
no hardcoded resources, strings, dimensions, etc are in resource files.					/ 4

Total	/ 92

Overall Score

Level 4 80 points minimum	Level 3 70 points minimum	Level 2 50 points minimum	Level 1 0 points minimum

Close