|  |  |
| --- | --- |
| Critical Information Summary | |
| Student Name | Mohmmad Alkhuzami  Fayz Alakidy |
| SID | 215421323  213442252 |
| Mark Aimed For (%) | High Distinction |

### Criteria: Playability [HD]

(Evidence screenshot and/or bullet-point explanation)

* The game is designed to be played for many hours.
* The default points accumulated after every battle is set in easy mode for demo purpose.
* This can be altered by game logic/game json to make it harder to win battles and move to the next level.
* Once the 2 ghost battles are overcome, the tunnel battle allows movement within many

### Criteria: Layout [Distinction]

(Evidence screenshot and/or bullet-point explanation)

* Game works in both phone and tablet device screens
* Game is primarily designed for potrait mode but also works in landscape mode (though with some known defects in landscape mode)

### Criteria: ReadMe [HD]

(Evidence screenshot and/or bullet-point explanation)

* Includes description of the game, compile instructions and also API reference of major public classes for extending the game

### Criteria: Licenses [HD]

(Evidence screenshot and/or bullet-point explanation)

* License text file has attribution for used for images as per licenses where attribution required

### Criteria: Weekly Progress [Distinction]

(Evidence screenshot and/or bullet-point explanation)

* Changelog lists all the major features added every week to show the progress of the app
* Wherever applicable defects fixed during progress also mentioned

### Criteria: Data Handling [HD]

(Evidence screenshot and/or bullet-point explanation)

* User Data and game state is saved in memory and in external resource like inbuilt android database/shared preference.
* Allows for game to be loaded after restarted or overwrite previous save data

### Criteria: Code Quality [HD]

(Evidence screenshot and/or bullet-point explanation)

* Each major class, method has explanation and example of how to call and extend it and data type returned

### Criteria: Bug Handling [Distinction]

(Evidence screenshot and/or bullet-point explanation)

* The code also keeps all data safe and saved, as well as captures and details and reports bugs to the end-user at a high level.

### Criteria: Data Size [HD]

(Evidence screenshot and/or bullet-point explanation)

* Data size on disk of game json file is > 3kb

### Criteria: Publishing[HD]

(Evidence screenshot and/or bullet-point explanation)

* The app has a directory/folder of all information required to publish your app (including all promo text and screenshots per device, as required)
* Google playstore link will be published