# **ID721001: Mobile Application Development**

# **Project Assessment Rubric**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **10-9** | **8-7** | **6-5** | **4-0** |
| **Functionality** | The mobile game demonstrates exemplary evidence on the following:   * Runs without any code or file structure modification in Unity, demonstrating seamless compatibility. * Highly playable on a wide variety of mobile devices with different screen sizes. * Entirely free of bugs that significantly affect playability, providing a smooth experience. * Successfully published to Google Play Store or Apple App Store, meeting all requirements and guidelines. * Easily downloaded from Google Play Store or Apple App Store on various mobile devices. | The mobile game demonstrates proficient evidence on the following:   * Runs with minor adjustments in Unity, maintaining overall functionality. * Performs well on most mobile devices but may have slight issues on a few devices. * Minimal and non-critical bugs that do not hinder overall gameplay. * Published to Google Play Store or Apple App Store but has minor issues or delays in the process. * Downloadable from Google Play Store or Apple App Store, but a few devices experience difficulties. | The mobile game demonstrates evidence on the following:   * Requires moderate modifications in Unity to run, affecting some functionality. * Noticeable problems on several mobile devices, affecting playability. * Contains some bugs affecting gameplay, but most features work as intended. * Faces challenges in publishing, leading to extended delays or significant issues. * Download encounters problems on many devices, affecting accessibility. | The mobile game does not, or does not fully contain evidence on the following:   * Does not run in Unity. * Unplayable on various mobile devices. * Riddled with critical bugs, making it unplayable. * Not published to Google Play Store or Apple App Store. * Cannot be downloaded from Google Play Store or Apple App Store. |
| **Presentation** | The video presentation effectively showcases the mobile game, demonstrating its features and gameplay in a clear and engaging manner.  Provides a comprehensive explanation of the given follow-up questions. | The video presentation adequately presents the mobile game but may lack some clarity or could be more engaging.  Provides an explanation of the given follow-up questions but may lack some specific examples or details. | The video presentation provides basic information about the mobile game but lacks detail or engagement.  Provides a limited or unclear explanation of the given follow-up questions. | No video presentation is provided.  Does not address the given follow-up questions. |

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# **Project Assessment Marking Cover Sheet**

Name:

Date:

Learner ID:

Assessor’s Name:

Assessor’s Signature:

|  |  |  |  |
| --- | --- | --- | --- |
| **Criteria** | **Out Of** | **Weighting** | **Final Result** |
| Functionality | 10 | 60 |  |
| Presentation | 10 | 20 |  |
| **Final Result** | | | /100 |
| **This is worth 80% of the final mark for the Mobile Application Development course.** | | | |

**Feedback:**

**Functionality:**

**Presentation:**