Marking Justification for Project

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| Critical Information Summary | |
| Student Name | Rajesh Kallumari |
| SID | 218721162 |
| Mark Aimed For (%) | 98% |

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| Criteria | Grade I want | Evidence |
| Weekly zip uploads | HD | * Uploaded the zipped project folder for 6 weeks with a consistent progress in the game every week. * Milestones are achieved as planned with three releases. * All the weekly progress is mentioned in the changelog.txt file which is included in the folder that is zipped and uploaded. |
| Weekly progress | HD | * The changelog text file is updated with work progress for each day including weekends starting from the week 4. * The part that has been finished and a ‘Still working on’ section to tell about things in progress are clearly mentioned for each day. * A clear summary of progress in terms of the milestone is mentioned for each day along with a proper plan on how to proceed in the coming days. |
| Code Quality | HD | * The code is properly indented and structured for a comfortable reading and ease of comprehension. * All the functions are associated with comments that clearly explains the functionality implemented by the function * Also, included a clear explanation of the parameters function accepts and the return type of the function. * Adding to that a clear example of calling the function and the outputs derived by the particular call of function is depicted at all places where function is accepting parameters. |
| Legal | HD | * Included a separate license.txt file where in all the images and sounds downloaded are mentioned with all the license details regarding the images. * Around 60 images and 3 sounds have been downloaded. All of them are CCO certified and details   of the author, website from where it is downloaded, and license type are clearly mentioned in the license text file for both images and sound files separately.   * Also added specific attribution URLs as requested by authors especially for sound files in the license.txt file. * Adding to it I have a separate page in the game to include the attributions as per the authors request for various images and sounds taken from various sites. |
| Playable Scenes | HD | * The App comprises of six full-fledged independent pages and a fully customisable 12 playable levels. * Around 50 items and five different rooms are collected targeting to master the player in learning 50 different items, their names with spelling and rooms where they need to be placed. * The levels are customisable and can be increased further through config.js file |
| Playability | HD | * Game has both learning and playable screens. * The cartoon kind of rooms and item images makes sure to hold the attention of kids. So, with a rough estimate of an hour per room given that there 10 items to be mastered upon in each room, a total of 5 hours of fully engaged study can be achieved with 5 rooms that are in place currently. However, the rooms and items are scalable to any extent without breaking the game. * The game page with each level decreasing about 30 seconds of time allocated per item and increasing by about 3 items per level, 12 levels that has been configured for now can cover about 5 hours of play. * So, combining the learning and playable levels roughly about 10 hours of content to engage the player with is available in the game. However, this can be scalable further to greater extent. |
| UI Design | HD | * The game is divided into five screens and the routing between the screens is made is so easy with the back buttons in every page, home page icon in every page leading to landing page, learn icon in game pages leading to the learning screens and speaker icon throughout the app for an easy toggle of music. * There is a cute and appealing teddy across all the screens assisting with the game instructions by displaying them in the dialogue box associated with the teddy. * Two different fonts for headings and labels are downloaded and used for a pleasing look and feel. * All the colours are carefully chosen based on the colour wheel approach using paletton. * Animations are induced to teddy to make it move to centre of the screen displaying the level up/ game won messages. * The buttons are highlighted on focus/hover to make sure they look lively. * Proper and consistent header is maintained with easy to find, understand and access icons across the application for traversing to landing, learning and previous pages. * Finally, the design is made kids friendly with teddy coming all around, including cartoon images for items, rooms. With proper spacing, alignment among the elements and soothing background colours and pleasant music the game is set to give the best experience to kids. |
| UI Layout | HD | * The app design is made especially for landscape desktop modes. * However, a separate design to align in the portrait is also in place and app can be enjoyed equally in the portrait mode as well. * The game panel design is made to fit and functionality of drag ad drop is replaced with click in portrait mode to make more accessible and compatible to the portrait. So, an entirely different game logic replicating the logic in landscape and desktop mode is in place. * The app is not only accessible in landscape, portrait but also is responsive as per the device height and width. * It gets dynamically aligned as per the changes in width and height. |
| Code Structure | HD | * The code is structured and categorised as code related to game logic and code related to forming the content to be displayed. * All the code that constitutes to the game logic is placed in app.js, code related to game content creation is placed in gameelements.js, game data is separated from one other and placed under data folder, separate ui.js is maintained for all general html element creation and a separate utilityfunction.js is created to hold the reusable functions. * There are more than seven reusable game components which can be found in gameelements.js |
| Data Structures | HD | * Different data structures that include Javascript Objects, arrays, arrays within JS Objects have been used. The same can be found in items.js and rooms.js respectively. * The headings, messages by teddy and other labels within the game is maintained in separate js files like headings.js, messages.js. * Also, utilised many for loops, if statements, switch statements and many complex control structures for various game logics. * Utilised local and global variables like room, items, score, itemsCorrect across various files in the project. |
| Bugs | HD | * An extensive testing is done to make sure the app is bug free. * Giving a manual keyboard, the app makes sure no malicious/ unexpected user inputs come into the game and if something does enter using try/catch the unexpected outputs are gracefully handled. * The app never breaks at any stage. For an instance when levels are configured higher than the items available then app gracefully shows a message to wait for further updates on app to play that particular level. But it never breaks or stands still in any scenario. |
| Readme.txt | HD | * A readme.txt file that includes the app details, my details and an overview of the app’s mission and functionality has been added. * The text fie also contains the major features, various pages of the app reading which one can understand a clear view on functionality of the app. * Additionally, a detailed technical info is also provided regarding the configurations for level management in the app, for content management in the app and also discussed various useful files and pointed to particular functions within the file that can make the lives of future developer easy. |
| Demonstration video | HD | * A video with a clear screen record and audio has been made with proper editing to highlight all the features of the application. * All the features to be graded upon that includes a brief explanation of code flow has been recorded in the video. * The video with a clear audio and tailored explanation can stand out to be professional video that can go out live on you tube. |