# Marking Justification

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| Critical Information Summary | |
| Student Name | Anthony Ea 214126186 |
|  | Alex Ter 214119629 |
| Mark Aimed For (%) | 28/38 (73%) |

### Criteria: Code Commits [Distinction]

* At least 10 unique commits per person
* Have at least 20 unique day commits

### Criteria: Weekly Progress [Credit]

* Changelog is updated at least once per week
* Changelog lists new features added per day of work and have a still working on section

### Criteria: Code Quality [Credit]

* Perfect indenting
* Every class and major method has an explanation

### Criteria: Legal [Distinction]

* Have a license file
* Listed all used material
* About page in game with attributions
* Includes links to source page

### Criteria: Playability [Distinction]

* Game is fun to play for 5 hours

### Criteria: Data Handling [Credit]

* Game data loaded through json files
* Have app constants

### Criteria: Layout [Distinction]

* Works in portrait
* Works in landscape
* Works on tablets
* Dynamically adjusts in real time to orientation changes

### Criteria: Bugs [Pass]

* Handles bugs gracefully

### Criteria: Readme.txt [High Distinction]

* Includes name, title, app platform, link to github, and overview of app
* Includes explanation of major features
* Includes API references of major classes/functions/methods

### Criteria: Publishing [High Distinction]

* App meets store guidelines
* App has icons, splash screens
* App directory has information needed to publish game (promo text, screenshots)

Note: I think it is unfair to receive marks for publishing application as students need to pay money to access the developer features.

### Criteria: Demonstration Video [Credit]

* Demonstrated all features
* Video is clear and audio is clear