| **Criteria** | **Grade** | **Explanation** |
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| Weekly Zip Uploads | HD | * 6 weeks of uploads to Cloud Deakin |
| Weekly Progress | HD | * Change log file updated once every week * Change log file lists all new features added and also has a list of ‘still working on’ features to show current features that are in progress. * At the end of each work day, a summary of how the project is progressing related to the milestones has been included. |
| Code Quality | HD | * The code in the whole application is perfectly indented. * Each function has an explanatory comment with it which consists of an explanation of what the function does, the parameters the function is accepting, usage example of the function and the data returned from the function. * Each function also has inline comments to explain what is actually happening inside the function. * The css and html files also include comments to explain their working. |
| Legal | HD | * All the materials used in the application have legal rights for usage in commercial applications. * The application has an about section which consists of a sub section of Licenses. * The licenses section lists all the materials used with the item name, type of the license, author and hyperlinks to source pages. |
| Playable Scenes | Distinction | * The application has 6 playable levels namely Beginner, Easy, Intermediate, Difficult, Pro and Master. |
| Playability | Distinction | * The game is engaging to play for at least 5 hours. |
| UI Design | HD | * The game has all the styling in a separate CSS file. * A colour theory which includes a colour theme has been followed throughout the application. * The game has consistent styling where the spaces between the divs and the buttons is consistent. * Animations have been used frequently in the applications, e.g on the hover of buttons, timer bouncing, modal fade in and fade out. |
| UI Layout | HD | * The application works in mobile portrait and landscape mode, tablet portrait and landscape mode, desktop mode. * The application dynamically adjusts in real times with respect to changes in orientation and resolution. |
| Code Structure | HD | * The game consists of 5 reusable components. * The javascript file playgame.js has been reused for each of the 6 levels. * The modal window is common and just the content gets replaced every time a new modal is loaded. * The CSS and animations for buttons has been reused. * The timer and score divs have been reused for each of the levels. |
| Data Sctructures | HD | * Both local and global variables have been used in the application. * Complex data structures likes arrays within objects have been used in the application. |
| Bugs | HD | * The game handles all the bugs and restarts on encountering any kind of network or incorrect data crash. |
| Readme.txt | HD | * It includes the application title, author of the file and a brief description of the application. * It consists of all the major features of the application. * It also consists of API reference of all the major functions and data structures. |
| Demonstration Video | HD | * The video explains all the main features of the application. * The video is still and clear and the audio is clear and easy to understand. * The video has a professional feel to it and matches the level of a youtube video. |