GRADING RUBRIC

**Criteria: Assign sound (value) corresponding to the Android Guy**

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| **Passed** | Submitted code **attempts** to load the sound by the proper value with the proper resource ID and with the associated resource key.  The statement does not need to be 100% correct in terms of the Java language. It is acceptable as long as there is an attempt to:   * 1. add the sound by the proper value using the proper ID; and   2. designate the resource to the resource key. | **1 point** |
| **Failed** | Submitted code **shows** **no such attempt**. Or, the attempt **does not** use the correct resource ID, or the resource key is incorrect. | **0 point** |

**Criteria: Assign sound (value) corresponding to the Bullet**

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| **Passed** | Submitted code **attempts** to load the sound by the proper value with the proper resource ID and with the associated resource key.  The statement does not need to be 100% correct in terms of the Java language. It is acceptable as long as there is an attempt to:   * 1. add the sound by the proper value using the proper ID; and   2. designate the resource to the resource key. | **1 point** |
| **Failed** | Submitted code **shows no such attempt**. Or, the attempt **does not** use the correct resource ID, or the resource key is incorrect. | **0 point** |

**Criteria: Trigger the sound when the Android Guy reaches the bottom of the screen**

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| **Passed** | Submitted code **attempts** to trigger the sound when the Android Guy reaches the bottom of the screen using the correct resource key.  The statement does not need to be 100% correct in terms of the Java language. It is acceptable as long as the correct resource key is used to trigger the sound when the Android Guy reaches the bottom of the screen. | **1 point** |
| **Failed** | Submitted code **shows no such attempt**, or the attempt **does not**reference the correct resource key. | **0 point** |

**Criteria: Trigger the sound when the Bullet reaches the top of the screen**

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| **Passed** | Submitted code **attempts** to trigger the sound when the Bullet reaches the top of the screen using the correct resource key.  The statement does not need to be 100% correct in terms of the Java language. It is acceptable as long as the correct resource key is used to trigger the sound when the Bullet reaches the top of the screen. | **1 point** |
| **Failed** | Submitted code **shows no such attempt**, or the attempt **does not** reference the correct resource key. | **0 point** |

**Criteria: Performing an automated test**

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| **Passed** | | Submitted screenshot clearly **shows** a green bar as a result indicator from correctly passing the automated test of this programming assignment. | **1 point** |
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