16.0 hours
Project Status Ready for Submission

Project 3

Bout Time

Are you ready to have your project reviewed by a fellow Techdegree student? Before you submit your project, make sure you have double-checked your work, we want you to pass the first time!

If you get your project back and it needs work, you'll have to wait 1 day before you can resubmit your project.

[Submit for Review](#)

- [Instructions](#)
- [How you'll be graded](#)

To get a passing grade you'll need to submit a project that meets the following requirements. If your project receives a "Needs Work" rating on any of these tasks, then you'll need to edit your project and re-submit it until it "Meets" or "Exceeds" each task requirement.

	Needs Work	**Meets Expectations**	**Exceeds Expectations**
User Interface	- User interface does not resemble provided mock-ups - Not all major UI elements are in place - App icon is not implemented	- User interface resembles provided mock-ups - All major UI elements are in place - App icon is implemented	- N/A
Screen sizes	- UI elements are not utilizing the available screen real estate on iPhones with 4.7" and 5.5" screen	- UI elements are utilizing the available screen real estate on iPhones with 4.7" and 5.5" screen	N/A
Historical Events	Less than 25 historic events were created	At least 25 historic events were created play	N/A
Create custom types	Individual events are not modeled as custom types.	Individual events are modeled as custom types.	N/A

	Needs Work	**Meets Expectations**	**Exceeds Expectations**
Displaying events	• Events are not being populated randomly • Each round has more or less than 4 events • There are duplicate events within the same round	• Events are being populated randomly • Each round has exactly 4 events • No duplication of events within the same round.	N/A
Game Play	• The up and down buttons do not re-order the associated events • Game consists of more or less than 6 rounds • At the end of each round, the correctness of event chronology is not scored per the project instruction	• The up and down buttons re-order the associated events • Game consists of exactly 6 rounds • At the end of each round, the correctness of event chronology is scored per the project instruction	• At the end of each round, the users can tap on an event and be presented with a WebView or SafariViewController which shows a web page with related information • Users can close the webview and resume game play.
Countdown timer	• Countdown timer does not count down from 60 seconds for each round • Scoring is not triggered when timer expires	• Countdown timer counts down from 60 seconds for each round • Scoring is triggered when timer expires	N/A
Shake gesture	When the phone is shaken, scoring is not triggered	When the phone is shaken, scoring is triggered	N/A