Marking Justification for Project

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| Critical Information Summary | |
| Student Name | Sai Midhil Chowdary Kari |
| SID | 219054636 |
| Mark Aimed For (%) | 100% |

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| Criteria | Grade I want | Evidence |
| Weekly zip uploads | HD | * There are six weekly zip uploads of my project. |
| Weekly progress | HD | * Changelog was updated once in a week * Changelog consists of all major features added and list of things still working on. * Progress related to milestones is mentioned. |
| Code Quality | HD | * Maintained indentation. Each function has explanation comment * Parameters of the functions where ever explained where ever present. * Functions comments do have examples of how they were called. |
| Legal | HD | * All the materials used in the application do have rights to use them. * Made attribution if where required. * Includes hyperlinks in the attributions. |
| Playable Scenes | HD | * The app had 14 levels of playable scenes as a whole when both words learning section and numbers learning section were combined. |
| Playability | HD | * Keeping in mind the targeted group of audience for my app, the game does have playability time of 10 hours. * The game is designed in such a way that further data can be directly included in the data file which would lead to much further increase in the playability time for the game. |
| UI Design | HD | * Game has all the stylings sections done in CSS file. * Consistent layout is followed throughout the game and the positioning of buttons can be guessed easily while playing the game. * The game generates animating background when the player moves to next level. * As mentioned in the project plan, the colour mix in the game is carefully chosen to have minimum possible impact on the user’s eyes. |
| UI Layout | HD | * The game works in portrait phone mode. * The game works on desktop, portrait phone, portrait tablet and landscape tablet modes. * The game layout adjusts dynamically to the resolution. |
| Code Structure | HD | * The code is categorised into different levels where all the game related logic would be in one file, all elements creation related code in one file and high-level game related calling functions in one file. * There are more than 4 reusable components in my code. Each document elements in ui.js & settings.js file were called repeatedly in the gemeElements.js file. * The level content creation functions in the gameElements.js file was called dynamically from app.js respective to the level chosen to play. |
| Data Structures | HD | * No data had been hard-wired in to the code. Any text in the game can be changed dynamically directly from the titlesData.js file. * Both objects and arrays were used while storing the questions & answers data in the game. * The data structures used to store question & answers were complex. |
| Bugs | HD | * Game handles all the bugs and invalid inputs efficiently. |
| Readme.txt | HD | * Readme.txt file includes all the details about the game. * The text file also includes explanation of major features of the game. * Includes API reference and is easily understandable if to anybody who wish to further develop the game. |
| Demonstration video | HD | * Explained all the features in demonstration video that I wish to be graded. * The video is still & clear and easy to understand. * Maintained professional quality in recording the video. |