**University Treasure Hunt.**

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# Marking Justification:

## **Code commits:**

I am working as an individual so I have committed less but worked regularly offline. So I will be aiming at ‘Credit’.

## **Weakly progress:**

I have described in details about how I worked each day and features with dates mentioned. So I will be aiming ‘Credit’.

## **Code quality:**

I have added comments on each class and function so I will be aiming at ‘Distinction’.

## **Legal:**

I have added Licences.txt in the directory which contains all the licenses used in the app so I am aiming at ‘Distinction’.

## **Playability:**

My game is very engaging to play because it requires a very detailed knowledge about locations to answer the questions, so user will have to regularly play and might have to visit locations physically to answer the questions. I am aiming at ‘Distinction’.

## **Data Handling:**

Data handling in the game is exceptional. All the data is stored in Json formatted files. Moreover Firebase is also implemented in this project. Application also synchronizes all the data with firebase when Internet is available therefore we also have a score board in application which shows all the player’s scores.

Firebase storage is used to add the stages in application. We only have to add Stages json files in firebase and when new stage is available, application downloads it and store it in local storage.

So we have both Offline and Online play capabilities in the application.

This took me quite an effort and time to get it in line so I am aiming ‘High Distinction’ here.

## **Layout**:

My app works in portrait mode with both phone and tablet so, I am aiming ‘Credit’.

## **Bugs**:

Application gracefully handles the bugs. I am aiming ‘Credit’.

## **Read me:**

Read me includes name, app title, app platform, link to Github/bitbucket’ and an overview of my application. I am aiming ‘Credit’.

## **Publishing**:

My app has Icons and Splash screen and ready to publish on Play Store. I am aiming ‘Distinction’’.

## Demonstration video: