MARKING JUSTIFICATION

|  |  |  |
| --- | --- | --- |
| Criteria | Grade I Want | Evidence |
| Weekly zip uploads | Pass | At least 3 weeks of uploads to Cloud Deakin. |
| Weekly progress | Pass | Changelog updated at least once a week. |
| Code quality | Distinction | Each function also has several examples of how to call it (where there are parameters), and examples of any returned data. |
| Legal | HD | Your attributions also include hyperlinks to source pages, as per author wishes. |
| Playable Scenes | HD | My game will generate every time new random game, so there is unique playable scene every time. |
| Playability | HD | You can play the game as long as you want.  The game will generate the unique game every time and duration of the game can be decided by player. |
| UI Design | Credit | My game has a consistent, good looking layout across each screen, where the user can expect where buttons will be placed, and where spacing is consistent between items. |
| UI Layout | Distinction | My game dynamically adjusts in real-time to changes in orientation & resolution. |
| Code Structure | HD | I have at least 4 reusable UI components / game components. |
| Data Structures | Distinction | I have made extensive use of complex data structures, e.g. objects/arrays within objects/arrays. |
| Bugs | Pass | The Game will handle the user inputs and give response. |
| Readme.txt / .md | Credit | Includes an explanation of major features. |
| Demonstration Video | Distinction | My video has a professional feel to it, to the level similar to YouTube. |