

Name Game Evaluation rubric

Correctness

- Does it meet requirements? Does it match the designs?
- Do all the features work?
- Are there crashes? Can you break it?

Polish

- Does it perform well? Can you find any obvious issues?
- Did they go out of their way to make the app look nice? Animations, custom UI, etc. An app can perform well and still look clunky.

Platform Standards/Best Practices

- Do they use common libraries? Are they reinventing the wheel when a community-accepted, standard solution is available? Did they leverage the power of the libraries as much as they possibly could? Or did they use them "just because"?
- Are they using common design patterns?
- Are they using language/platform level features properly? Are they taking advantage of new features?
- Standard, consistent formatting and naming conventions?
- Is the code organized in a standard, logical way?
- Are they repeating logic where it could be consolidated?
- Are they using magic numbers/strings?
- BONUS POINTS: Are they using the most bleeding edge new features the language/platform has available?

Architecture/Testability

- Is this code testable?
- Are components decoupled from each other?
- How flexible is this code? Imagine having to add arbitrary features to the code base.
- BONUS POINTS: Did they write any unit/UI tests?

Readability

- Is the code easy to follow? Self documenting?
- Are methods and variables named in a logical way?
- Were you confused by any parts of the code? If so was there a comment explaining their decisions?
- BONUS POINTS: Is there a Readme or other project level documentation?