As described on the class Projects web page, grading will be based on a number of factors, including your demonstration video, your submitted documentation, and from inspection and exercising of your code.

Ultimately, project grading will be somewhat subjective, but here are some general things that we will look for when determining your project grade. **Note** that for ease of grading your project will evaluated on a Pixel 3 AVD running API 29. Please ensure your app's behavior on this type of AVD.

For an example of a high-quality project from a previous semester, See the HoneyGuide app submission.

Rubric

Degree of Challenge (25 points). In your checkpoint submission you will include information about the app you intend to build. Does the work required to building this app reflect a full semester project (i.e., averaging a few hours a week)?

Professionalism (25 points). Does your submitted app reflect the spirit of what you proposed, and does it include features one would reasonably expect in a publicly available app? For instance, does your app allow for multiple different users, individual users using the app across multiple sessions (e.g., persistent storage of appropriate app state),

User experience (25 points). We will examine your app to determine how well it works. For example - Is it easy for a new user to use? Does it prevent or respond to obvious errors? Does the app gracefully handle reconfiguration? Has attention been paid to the user interface, such as by maintaining consistent color and layout schemes, using high quality images, etc.?

Implementation (15 pts.). Does your app reflect best practice coding techniques that were taught in this class?

Documentation (10 pts.). You must submit an html file that links to or includes relevant information on your project. See the class website for the specific format. Please follow the format precisely, so that graders can find and evaluate your materials easily.