

Skill name

Web Design and Development

Criteria

Mark

A	CMS Morning	8.00
B	CMS Afternoon	26.00
C	Server Side Morning	13.50
D	Client Side Afternoon	18.50
E	Client Side Morning	14.00
F	Client Side Afternoon	18.00
G	Team Challenge	2.00
H		
I		

Sub Criteria ID	Sub Criteria Name or Description	Aspect Type M = Meas J = Judg	Aspect - Description	Judg Score
A1	CMS Style Guide - Team 5	J	The style guide fits with the delivered logo.	0 1 2 3
		J	The style guide elements are well designed.	0 1 2 3
A2	CMS Designs - Team 6	J	The designs for the mobile, tablet and desktop frontpage are pres	0

A3	CMS Elements - Team 7	J	It is clear how the website will look like at desktop, tablet and mobile	1 2 3
		M	All main page elements are added to the design. (video gallery, title bar, etc.)	0 1 2 3
		J	The designs of the main page have a classy, modern look and feel	0 1 2 3
		J	The designs of the main page fit with the taste of the target audience	0 1 2 3
Sub Criteria ID	Sub Criteria Name or Description	Aspect Type M = Meas J = Judg	Aspect - Description	Judg Score
B1	CMS Image Slider - Team 1	M	Functioning image sliders can be added to the pages by using the plugin	
		M	The slider can be paused by mouse-over, continued by mouse-out	
		M	The sliders can be implemented on the pages by using shortcode	
		M	By using the plugin in the main dashboard menu, clients can create sliders	
B2	CMS Theme - Team 2	M	All changes made to the theme are added to the child-theme call	
		M	All style guide elements are added to design.	
		M	The footer is added to all pages. The footer contains copyrights and contact information	
		J	Standard widget can be added to the sidebar without damaging the design	0 1

B3	CMS Dashboard and Plugins - Team 3	J	At least 5 menu items can be added to the menu without damaging the design.	2
				3
				0
				1
				2
				3
				0
				1
				2
				3
B4	CMS Sidebar - Team 4	M	At the dashboard each posts contains fields for: title, date, message, place, start-date, end-date, category, tags, seo plugin is activated and configured.	0
				1
				2
				3
				0
				1
				2
				3
				0
				1
B5	CMS Video Gallery - Team 7	J	Security plugin is activated and configured.	2
				3
				0
				1
				2
				3
				0
				1
				2
				3
		M	The sidebar is added to all pages. The sidebar is hidden and just shows the posts.	0
				1
				2
				3
				0
				1
				2
				3
				0
				1
		J	The posts are well readable and attractive designed.	2
				3
				0
				1
				2
				3
				0
				1
				2
				3
		M	When hovering videos from former events the 2017 video will be highlighted.	0
				1
				2
				3
				0
				1
				2
				3
				0
				1
		M	The client can use the video gallery plugin to create a video gallery for each event.	2
				3
				0
				1
				2
				3
				0
				1
				2
				3
		M	For all videos year and place of the corresponding event can be displayed.	0
				1
				2
				3
				0
				1
				2
				3
				0
				1
		M	Using the video gallery plugin videos can be uploaded.	2
				3
				0
				1
				2
				3
				0
				1
				2
				3
		M	Using the plugin videos can be removed from the video gallery plugin.	0
				1
				2
				3
				0
				1
				2
				3
				0
				1
		M	Videos of a video gallery can be arranged by year (automatically).	2
				3
				0
				1
				2
				3
				0
				1
				2
				3
		J	The video gallery has an appealing design, without losing the client's requirements.	0
				1
				2
				3
				0
				1
				2
				3
				0
				1

B6	CMS Responsive Design - Team 8	J	The main page looks identical to the desktop design at 1330px browser width	0 1 2 3
		J	The main page looks identical to the tablet design at 768px browser width	0 1 2 3
		J	The main looks identical to the mobile design at 320px browser width	0 1 2 3
		J	When scaling the browser between 320px and 1330px width the content is not distorted	0 1 2 3
B7	CMS and Server Side - Team 9	M	Pages are loaded by AJAX	
		M	Posts are loaded by AJAX	
		M	Posts are displayed at the page for the 2017 event.	
Sub Criteria ID	Sub Criteria Name or Description	Aspect Type M = Meas J = Judg	Aspect - Description	Judg Score
C1	Server Side API General - Team 1	M	API Data stored in database / read from database	0 1 2 3
		J	Use of framework of choice	

C2	Server Side DB setup - Team 2	M M M	Database schema uses FK-constraints(SQL-dump XX_database) Users created in DB place and schedule table as specified	0 1 2 3
C3	Server Side Database and Auth - Team 3	M M J	Authentication testing login Authentication testing logout Database schema is normalized(ERD XX_ERD.* to be provided	
C4	Server Side API Places - Team 4	M M	All Places Place Info	
C5	Server Side API Places Operation - Team 5	M M M	Create Place Update Place Delete Place	
C6	Server Side API Schedule - Team 6	M M	Create schedule Delete schedule	
C7	Server Side API Route - Team 9	M M	Route Search Route Search Max Limit & Ordered by arrival time	
Sub Criteria ID	Sub Criteria Name or Description	Aspect Type M = Meas J = Judg	Aspect - Description	Judg Score
D1	Server Side Client General - Team 2	M M J	Data stored in API / read from API Messages for success and errors shown Use of client-side framework of choice	0 1 2

D2	Server Side Website design - Team 3	J	Template	3
				0
				1
				2
				3
D3	Server Side Interaction and Auth - Team 4	J	Responsive design (Working on 1440px, 768px and 320px.)	0
				1
				2
				3
				0
		M	User authentication kept on client	1
				2
				3
				0
				1
D4	Server Side Search route - Team 5	M	Login modal	2
		M	After Login	3
		M	User roles	0
		M	Logout	1
D5	Server Side Map view - Team 6	J	Navigation	2
		M	Select places and time	3
		M	List search results in the interface	0
		M	Routes detail	1
D6	Server Side Admin menu - Team 7	M	Source and Target place shown on map	2
		M	Show route	3
		M	Place info	0
		M	Map legends	1
D7	Server Side Admin Places - Team 8	M	Admin schedule	2
		M	Admin only	3
		M	List Places	0
		M	Update place	1
		M	Delete Place	2

Sub Criteria ID	Sub Criteria Name or Description	Aspect Type M = Meas J = Judg	Aspect - Description	Judg Score
E1	Client Side General - Team 1	M M M M M M J	Was delivered the game instructions, game board and the ranking The files were delivered in the correct folder "XX_Client_Side" The design files were saved in the "XX_Client_Side/XX_design" folder The files names follow the test project orientation The source files are saved into a folder named "XX_source" inside the project Designs was developed to the correct resolution Visual identity is consistent in all the design game	0 1 2 3
E2	Client Side Design - Team 4	M J	Game board design present the 15 requirements elements described Quality of the created spaceship (controlled by user)	0 1 2 3
E3	Client Side Welcome Screen - Team 5	M M M M M J	Game Instructions present the instructions of the media files and There are at least 5 planets in the background of Game Board Design Hover Effects on the "Start Game" button use #f19e0d background color Active Effects on the "Start Game" button present the ripple effect Game is centered on the screen Quality of the created icons and buttons in the game board design	0 1 2 3
E4	Client Side Animation - Team 6	M	Game instructions is shown with animation	

E5	Client Side Ranking - Team 7	J	Quality of instructions animation	0
				1
				2
				3
E6	Client Side Code Quality - Team 8	J	Contrast among background and objects	0
				1
				2
				3
E7	Client Side Elements - Team 9	M	Ranking page design present the requirements described in the t	
		J	Creative use of the media provided/created in the game design	0
				1
				2
E8	Client Side Code Quality - Team 9	J	Create easy-to-maintain CSS codes	3
				0
				1
				2
E9	Client Side Code Quality - Team 10	J	Create easy-to-maintain HTML codes	3
				0
				1
				2
E10	Client Side Elements - Team 10	M	HTML code validated for HTML5 in W3C validator	
		J	Create easy-to-maintain HTML codes	0
				1
				2
E11	Client Side Elements - Team 11			3
		M	Game instructions present the elements created in the design	
		M	Game instructions elements follow the design created	
		J	Consistent use of Typography - (Contrast, readability, and family	0
E12	Client Side Elements - Team 12			1
				2
				3
		J	Correct align of the fixed elements (icons, buttons and counters)	0

				1 2 3
Sub Criteria ID	Sub Criteria Name or Description	Aspect Type M = Meas J = Judg	Aspect - Description	Judg Score
F1	Client Side Fuels - Team 1	M M M M J	The fuel icon moves from top to down During the flight, the main spaceship needs to collect fuel icons o For each fuel icon collected, the fuel counter is increased in 15 p The user can increase/decrease the size of font in screen Fuels animation	0 1 2 3
		J	The game interactions (main spaceship control and shooting) imp	0 1 2 3
F2	Client Side Game Constraints - Team 2	M M M M M M M M M M M J	Game can be accessed directly using the address: http://competi Pressing the "Start Game" button, the game starts and the Space The timer is started from zero and present the time in seconds th The fuel counter, start to decrease, one point per second. The fu The max capacity of fuel is 30 points The left sensible area moves the Spaceship (controlled by user) t The up sensible area moves the Spaceship (controlled by user) t The down sensible area moves the Spaceship (controlled by use The right sensible area moves the Spaceship (controlled by user) It is not possible fly with the Spaceship (controlled by user) to the The planets in background must move with different speed, the b Planets Animation	

				0
				1
				2
				3
F3	Client Side Game Scene - Team 3	M The score starts with zero points M The user can shoot pressing space bar M The shot of main spaceship can destroy just one target. M If the user's spaceship collides an asteroid or an any spaceship t M If the spaceship collides an asteroid or an any spaceship the fuel M The spaceships and asteroids needs to be presented in random M The spaceships and asteroids move from right to left M The enemy's ships must shoot (from right to left) M Sound Effects: destroyed.mp3: played when one spaceship or as M Sound Effects: shoot.mp3: played when main spaceship shoots M Sound Effects: background.mp3: used during the flight in loop M The user can enable/disable the sounds of game		
F4	Client Side Enemies - Team 6	M If the player is hit by the enemy shoots, the fuel counter will be de M The ships are destroyed by one shoot M Each enemy ship destroyed increase the score counter in 5 point M If the user destroys a friendly ship the score counter is decreased M The game permits a negative score M The asteroids can be destroyed with two shots M Destroying each asteroid, the score is increased in 10 points J The JavaScript code is well organized		
				0
				1
				2
				3
F5	Client Side Final Design - Team 7	M The spaceships are presented in an animated way M The asteroids are presented in an animated way M Fuel icons are presented in an animated way M Game Board present the elements created in the design M Game Board elements follow the design created M Ranking Table present the elements created in the design M Ranking Table elements follow the design created		
F6	Client Side Game Over - Team 8			

F7	Client Side Game Quality - Team 9	M	When the fuel counter arrives at zero, the game is over	
		M	When the game is over the game collect the name of the user in	
		M	The Continue button will be disabled until the user fills the name	
		M	The user name, the time of flight and the score must to be sent to	
		M	After click in "Continue" button, the game present the game ranki	
		M	The ranking is ordered by the score and for time elapsed in decre	
		M	If more than one user has the same score and the same time, the	
		M	It is possible restart the game clicking in the "Start Game" button	
		M	During the flight, the user can pause the game clicking the pause	
		M	During the flight, the user can pause the game pressing the letter	
		M	In a pause state If the user clicks the pause button again, the gar	0 1 2 3
		M	In a pause state If the user presses the letter "p" again, the game	
		M	The game should work without JavaScript errors and messages :	
		M	Game works correctly in both browsers (Chrome and Firefox)	
		J	Spaceship (controlled by user) animation	
		J	Game present a concept to meet with the business objectives (pl	
Sub Criteria ID	Sub Criteria Name or Description	Aspect Type M = Meas J = Judg	Aspect - Description	Judg Score
G1	Competitor participates in Team Challenge	M	Competitor is with team	

Sub Criteria ID	Sub Criteria Name or Description	Aspect Type M = Meas J = Judg	Aspect - Description	Judg Score
Sub Criteria ID	Sub Criteria Name or Description	Aspect Type M = Meas J = Judg	Aspect - Description	Judg Score

Extra Aspect Description (Meas or Judg) OR Judgement Score Description (Judg only)	Requirement or Nominal Size (Measurement Only)	WSSS Section	Max Mark
<p>The style guide is absent or not completed</p> <p>The logo doesn't match with other style guide elements.</p> <p>The logo matches with other style guide elements.</p> <p>The style guide elements are well designed and matches</p> <p>The elements don't match.</p> <p>Some elements have the same kind of style and matches</p> <p>All elements have the same kind of style and matches well</p> <p>All elements have the same kind of style and matches target</p> <p>There are no mockup(s) with the designs for desktop, tablet</p>		2	1.00
		3	1.00
		2	1.00

Criterion A Total Mark 8.00

The designs are added sloppy into (one of) the provided m
The designs are added well into (one of) the provided mod
All three design are very well integrated into one of the pro

3 2.00

One or more design parts of the main page are missing.
All parts of the main page seem complete for all devices.
All parts of the main page seem complete for all devices a
All parts of the main page are present for all devices, with

3 1.00
3 1.00

The look and feel of the design looks outdated or cheap.
The look and feel of the design has some modern and cla
The look and feel of the design looks modern or classy.
The look and feel of the design looks modern, classy and

3 1.00

The colors, fonts or images don't match with the target au
The design looks good but common.
The design basically fits the target audience.
The colors, fonts and images look attractive for the target

Extra Aspect Description (Meas or Judg) OR Judgement Score Description (Judg only)	Requirement or Nominal Size (Measurement Only)	WSSS Section	Max Mark
		1 5 4 7	1.00 0.50 0.50 1.00
		1 3 4 4	1.00 1.50 0.50 0.50
Deduct 0.25 for each missing element			
Widgets can't be added, or are damaging the design wher Widgets can be added and the design is still consistant, a			

Criterion B Total Mark 26.00

Widgets can be added without damaging the design. Added widgets are well integrated into the design.	4	0.50
Menu cannot be modified, or adding at most 5 menu items The design and layout works when adding at most 5 menu items At least 5 menu items can be added without damaging the design. All added menu items are well integrated into the design.	7	1.00
Deduct 0.25 for each missing field	7	1.00
Deduct 0.25 for each missing field	7	0.50
The plugin is not active The plugin is active The plugin is active and configured The plugin is active and fully configured	7	0.50
The plugin is not active The plugin is active The plugin is active and configured The plugin is active and fully configured	4	0.50
	3	1.00
The posts are badly readable or not attractive designed. The posts are easy to read. The posts are easy to read and pleasant to see (margins, colors, fonts, etc.) The posts are easy to read and pleasant to see and match the design.	5	1.00
	7	0.50
	7	0.50
	7	0.50
	7	0.50
	7	1.00
	3	1.50
The video gallery does not fit with a classy and modern look and feel. The video gallery has a modern look and feel. The video gallery has a modern and classy look and feel. The video gallery has a modern, classy, look and feel and is well integrated into the design.		

<p>There is a clear difference between the design and the website</p> <p>There are minor differences between the design and the website</p> <p>It is hard to find differences between the design and the website</p> <p>The design and the website are identical.</p>		4	1.00
		4	1.00
		4	1.00
		4	1.00
		4	1.00
<p>The layout is fixed or very limited scaling that content can't be scaled</p> <p>When scaling the browser some elements are disturbing the layout</p> <p>The website elements respond smoothly on scaling the browser</p> <p>The changes to make the website responsive increase the complexity</p>		5	2.00
<p>All posts title with links are displayed.</p>		5	2.00
		7	1.00
Extra Aspect Description (Meas or Judg) OR Judgement Score Description (Judg only)	Requirement or Nominal Size (Measurement Only)	WSSS Section	Max Mark
<p>All Places (public),Create connection(check in DB after API call)</p>		2	0.50
		6	1.50
<p>Framework not used</p> <p>Framework used but too much manual coding</p> <p>Framework used but not according to best practice</p> <p>All available/suitable functions of Framework used according to best practice</p>			

Criterion C Total Mark 13.50

Users-history-places, places-schedules, places-count (0.2 each)	1	0.50
admin, user1, user2 (0.1 each)	2	0.25
place (id, name, x, y, image_path, description)Schedule (id, name, start_time, end_time, status)	1	0.25
admin and user:URL(RESTful, suffix), Method, JSON request body (id, name, password, email, phone, address, city, state, zip, country)	6	1.50
Execute logout, after login was working fine with status code 200	6	0.50
Not normalized, a lot of redundant data/fields	1	0.75
Normalized with second normal form		
Normalized with third normal form (partial)		
Normalized with third normal form (full)		
URL(RESTful, suffix), Method, JSON response body (id, name, password, email, phone, address, city, state, zip, country)	6	1.00
URL(RESTful, suffix), Method, JSON response body (id, name, password, email, phone, address, city, state, zip, country)	6	1.00
URL(RESTful, suffix), Method, JSON request parameter (id, name, password, email, phone, address, city, state, zip, country)	6	0.75
URL(RESTful, suffix), Method, JSON request parameter (id, name, password, email, phone, address, city, state, zip, country)	6	1.00
URL(RESTful, suffix), Method, response status code (200, 400, 401, 403, 404, 500)	6	0.50
URL(RESTful, suffix), Method, JSON request body (type, name, password, email, phone, address, city, state, zip, country)	6	1.00
URL(RESTful, suffix), Method, JSON response body (message, status)	6	0.50
URL(RESTful, suffix), Method, JSON response body (array of objects)	6	1.50
List max five routes from departure_time (or server time).List max five routes from departure_time (or server time).	6	0.50
Extra Aspect Description (Meas or Judg) OR Judgement Score Description (Judg only)	Requirement or Nominal Size (Measurement Only)	WSSS Section Max Mark
Authentication, Logout, Route search, Place Info(check in)	6	0.50
Login error, No routes, Connection deletedDeduct 0.25 ea	1	0.50
	5	1.50
Framework not used		
Framework used but too much manual coding		
Framework used but not according to best practice		

Criterion D Total Mark 18.50

All available/suitable functions of Framework used according to the template	4	1.00
Template has not been used		
Part of template has been used		
Default template has been used (no changes at all)		
Template has been used and been modified/enhanced to suit the needs of the project	3	1.50
Design not responsive and the required functionalities not working		
Design not responsive but the required functionalities work well		
Design responsive but the required functionalities work well		
Design responsive and the required functionalities work well		
after page reload (F5) still logged in (admin)	5	1.00
Show when click the login link (no page redirect)	4	0.50
Show username, change Login to Logout (no page redirect)	4	0.50
Show admin menu when user's role is ADMIN and default user is admin	4	0.75
After user logged out, show default displays: no username	4	0.50
	4	1.25
Using the application is hardly possible		
Using the application is possible but produces many weird results		
Using the application works well but produces some weird results		
Admin panel, map, results list, search box works intuitive way		
Autocomplete with one list in order of: (1) user's history so far	3	1.00
Display entries (numbering, departure time, arrival time, to place)	5	1.50
Click on route shows detail (from place, departure time, vehicle)	4	1.00
Dot for source and target station, different from normal place	3	0.50
After click on route list entry, route is shown: dots for static	3	1.00
Click on any place dot, info for place (name, description, in	3	1.00
Legend for path types (bus/train). Different color on each line	3	0.50
Create schedule entry, show schedule entry list (id, from place, to place)	5	1.00
Show schedule and place list for admin only (not logged in)	4	0.50
Admin can list all places via the admin menu. Places are from the database	6	0.25
Admin can update place information, including updating the name	6	0.50
Admin can delete place in the list place page.	6	0.25

Extra Aspect Description (Meas or Judg) OR Judgement Score Description (Judg only)	Requirement or Nominal Size (Measurement Only)	WSSS Section	Max Mark
Deduct 0,20 per file missing		1 2 2	0.60 0.10 0.10
deduct 0,10 per error found		2 2	0.20 0.10
Three designs 960x600px (deduct 0,25 per wrong resolution)		3 3	0.75 0.70
Inconsistent visual identity and / or do not incorporate graphic elements Minimum visual identity maintained in design, with only a few elements Good visual identity of elements, but only one element must be consistent Consistent visual identity which all elements are organized and coherent			
deduct 0,10 per item missing		3 3	1.50 0.50
Spaceship isn't present or not related with the game theme Created spaceship is very simple with just one graphical element Created spaceship is good with more than one graphical element Created spaceship is related with the game theme and image			
In the Game Instructions Design		3 3	0.10 0.15
background: #f19e0d In the rule :hover in rule :active		4 4 4 3	0.45 0.50 0.45 0.50
The icons/buttons are completely different without any relation More than one icon/button present problems with the relation Just one icon/button present problems to define the icon and button The icons/buttons represent a family with excellent relation			
		4	0.50

Criterion E Total Mark 14.00

There is no animation	4	1.00
There is animation simple with one effect		
There is a good animation with two effects		
The animation is perfect, improving the application usability		
Poor choice of colors without or problems in a visual contrast	3	0.50
Basic pallet of colors and poor contrast		
Good choice of color with a good contrast between the elements		
Excelent use of colors and contrast, choice of the elements		
deduct 0,10 per item missing (table with the following columns)	3	0.70
The media provided/used is not related this the game theme	1	0.40
Basic use of supplied media		
Some media files were updated/created used for improving the game		
Media were used in a creative and differentiated way to highlight the game	4	0.70
CSS unorganized without indentation		
CSS Code have a good indentation		
CSS Code have a good indentation and a few comments		
CSS code is very well organized with good indentations and comments		
Deduct 0,25 per type of error found	4	1.00
HTML Code is completely unorganized without indentation	4	0.70
HTML Code have a good indentation		
HTML Code have a good indentation and a few comments		
HTML code is very well organized with good indentations and comments		
deduct 0,10 per missing element - Compare with the design	4	0.60
deduct 0,10 per for wrong format or wrong position - Compare with the design	4	0.60
The fonts presented are inconsistent or Fonts are simple	3	0.30
Good font choice but without hierarchy of the information		
Present a good hierarchy of the information but the font choice is not good		
Excellent choice of font and different sizes present a hierarchy of the information		
There are big problems of the align of the elements presented	3	0.30

Only part of the elements presents a good align, and much
The most part of elements is correct align but only one pro
All the elements present a perfect align

Extra Aspect Description (Meas or Judg) OR Judgement Score Description (Judg only)	Requirement or Nominal Size (Measurement Only)	WSSS Section	Max Mark
		5	0.20
		5	0.20
		5	0.20
Timer and score counter		5	0.20
		4	0.30
There is no animation			
There is animation very simple animation with just two fram			
There is a good animation but not perfect to improve the a			
The animation is perfect animation, improving the applicat			
		5	1.00
The game interaction is poor. Is difficult to play the game c			
It is possible move the main spaceship and shoot			
The movement of spaceship and the shoot is fluid			
The movement of spaceship and the shoot is perfect give			
XX for country code. YY for workstation number		2	0.10
the game is presented to the user with the "How to Play" in			
Game Instruction Hide and Game Board presented		5	0.20
		5	0.20
The graphical element must be animated when the fuel is		5	0.30
		5	0.20
Activate in mouse hover and deactivate in mouse leave		5	0.20
Activate in mouse hover and deactivate in mouse leave		5	0.20
Activate in mouse hover and deactivate in mouse leave		5	0.20
Activate in mouse hover and deactivate in mouse leave		5	0.20
		5	0.20
		5	0.30
		4	0.50

Criterion F Total Mark 18.00

There is no animation		
There is a simple animation with all planets moving with the same speed		
There is a good animation with different speeds for smaller and bigger planets		
The animation is perfect, improving the application usability		
	5	0.20
the user cannot keep pressing the space bar to shoot many times	5	0.40
The shot cannot pass through one target and hits other elements	5	0.40
	5	0.30
	5	0.20
	5	0.20
	5	0.20
	5	0.30
	5	0.20
	5	0.20
All sounds must be enabled or disabled	5	0.20
	5	0.30
	5	0.30
	5	0.30
	5	0.30
	5	0.30
	5	0.40
	5	0.30
	5	0.60
Javascript code is unorganized, without indentation and no comments		
Javascript code have a good indentation, with meaningful comments		
Javascript code have a good indentation, with meaningful comments		
Javascript code is very organized, with meaningful variables and comments		
Include the main spaceship controlled by the user	4	0.20
	4	0.20
	4	0.20
deduct 0,10 per missing element - Compare with the design	4	0.50
deduct 0,10 per for wrong format or wrong position for fixed elements	4	0.50
deduct 0,10 per missing element - Compare with the design	4	0.40
deduct 0,10 per for wrong format or wrong position for fixed elements	4	0.40

When the game is over, the animations, sounds, interactions	5	0.30	
Name field is presented to the user with a "Continue" button	5	0.20	
	5	0.30	
To address http://xxxxxxxx/register.php	6	0.30	
Method: post			
variables name, time and score (with this names)			
data provided by the json by register.php	5	0.20	
	5	0.50	
JSON from server get by provided file register.php.	6	0.40	
the game instructions are presented to the user again	5	0.20	
When the game is paused, all interactions and sounds must	5	0.20	
When the game is paused, all interactions and sounds must	5	0.20	
	5	0.20	
	5	0.20	
	1	0.40	
Deduct 0,20 per difference or error found	1	0.60	
	4	0.30	
There is no animation			
There is animation very simple animation with just two frames			
There is a good animation but not perfect to improve the application			
The animation is perfect animation, improving the application	2	0.40	
I dont want to play the game anymore			
I play the game sometimes, but it is just one more game			
I play the game many times to stay in the first position of the			
I can pay to play this game again and stay in the first position			
Extra Aspect Description (Meas or Judg) OR Judgement Score Description (Judg only)	Requirement or Nominal Size (Measurement Only)	WSSS Section	Max Mark
		2	2.00

Criterion G Total Mark 2.00

Extra Aspect Description (Meas or Judg) OR Judgement Score Description (Judg only)	Requirement or Nominal Size (Measurement Only)	WSSS Section	Max Mark
Extra Aspect Description (Meas or Judg) OR Judgement Score Description (Judg only)	Requirement or Nominal Size (Measurement Only)	WSSS Section	Max Mark

Criterion H Total Mark 0.00

Criterion I Total Mark 0.00

Competition Total Mark 100.00