

Is your ICS3U project ready to be handed in?

1. Are **all** of the backgrounds **on all of the screens** the exact same colour?
Is that colour a custom color? For example: `card3.setBackground(new Color(34, 255, 67));`
2. Are **all** of the buttons on **all of the screens** the exact same colour?
Do they have the same font?
Are all of the similar buttons similar sizes?
None of them should be the default colour of grey. Nor have the default font.
3. Do ALL of your **pictures** have the same theme and look? This improves consistency.
Pictures with the same theme and look include:
 - Background
 - Grid Pictures
 - Picture on Splash Screen
4. Are your **instructions** done?
They should be more than 2 sentences.
There should be multiple paragraphs – the instructions should be broken up into sentences.
Are there multiple pictures of your specific App? Is each picture labelled?
Did you explain how to use each of your buttons on the game screen?
Make a powerpoint: http://www.gorskicompsci.ca/ICS3U/Unit6/Code_Instructions_Splash.pdf
5. Are your **comments** complete?
Do you have 3 title comments (Name, Date, Purpose) at the top of the java file?
Do you have comments before every method in all of your java file?
Do you have comments inside your methods?
6. Is your **code properly formatted**?
Did you indent the code in your java file? (Ctrl-A, Ctrl-I)
Did you remove any huge sections of blank spaces? (One blank line as a separator is fine, 5 is not).
Did you remove code that is commented out?
Are all of your methods under 30 lines?
7. Have you completed your **picture log**?
http://www.gorskicompsci.ca/ICS4U/5_Game/Design_PictureNamesLog.pdf
This is handed in on paper.
8. Have you completed your **screen design**?
http://www.gorskicompsci.ca/ICS4U/5_Game/Design_ScreenDiagram.pdf
This is handed in on paper.
9. Have you completed your **global variables log**?
<http://www.gorskicompsci.ca/ICS3U/Unit6/DesignGlobalVariableLog.pdf>
This is handed in on paper.