

		Excellent (15pts)	Competent (10pts)	Needs Work (5pt)
Choice By Voice				
Code	Readability	Code is readable due to consistent indenting and spacing. Comments are used to structure files and document purposes of functions	Code is readable, but indenting or spacing is inconsistent. Some commenting is used, but not enough or ineffectively	Code lacks indenting, spacing, and comments
Functionality	Multiple-ending options	The story has 4 multiple endings	The story has at least 2 multiple endings	The story does not have multiple endings
	Visual	Visual (images and graphics) are well captured and displayed on-screen	Visual (images and graphics) are present, consistent but they are not properly displayed on-screen	Visual (images and graphics) are inconsistently, not properly displayed, or non-existent.
	Voice Commands	User can fully navigate the books using only voice commands	User can use some voice commands to navigate the books but some clicks are required	User can not navigate the book using voice commands
	Controls	Users can view and listen to the story at their own pace. They can replay audio and text by tapping the words, by voice or using navigation buttons. Users can fast-forward through story or restart (replay) story easily.	User can choose to restart (replay) the story and has some control over the story timeline.	Users can only view and listen to the story as it plays without much control.
	Audio and Text	Audio is crispy clear and plays smooth. Words are well written, gramatically correct, easy to read and plays/shows smooth. Text and audio are synched and show at the same time. It is easy to follow both audio and text together. Users are able to pause and control both.	Audio is somewhat clear or stops a few times. Words are gramatically correct but it does not show correctly or is not easy to read. Text and audio are somewhat synched but not all times, and/or users are not able to pause and control audio and text display.	Audio is hard to hear, or defective. There are some gramtical issues, or words are not easy to read. Text and audio are not synched.
Usability	Design Affordances	User interface (UI) is designed so that it is evident which items are interactive: - Hyperlinks are well identified using a different color from the default text - Buttons are easy to detect and stand out - Hyperlinks and buttons change the cursor to a pointer on hover	It is wasy to identify what most interactive elements do and whether they are actionable, but there are some inconsistencies.	UI is confusing, e.g. static text is styled to look like links, links are the same color as text, icons don't relate to their function, etc.
	Consistency	UI is consistent in layout and style throughout. Texts, fonts, colors, hyperlinks and buttons are consistent as well as its placements	UI is generally consistent in both layout and style, but some elements deviate from the norm in ways that affect usability.	UI is significantly inconsistent with a different layout or styling on each page.
	Navigation	Navigation is easy to locate and is user-friendly for all users. Navigation is logical and consistent	Navigation is existent but somewhat inconsistent, hard to use or find	Navigation is non-existent or not usable
Performance	Load Time	Stories (book) load in 10 seconds or less	Stories (book) load in 20 seconds or less	Stories (book) take more than 30 seconds to load
	Transitions	Transitioning between views and other actions average 3 seconds or less.	Transitions or actions average between 3 and 6 seconds.	Transitions take longer than 6 seconds.
	Feedback	Animation, progress indicators, and other elements are used to indicate background activity, such as changes in interface or content loading.	While visuals elements are used to indicate background activity, there may be times where they are not used effectively (e.g. a loading icon is motionless) or not at all.	Interface lacks any indication of background activity or processing, e.g. users see only a blank page while content is loading.