Mixed-Integer Linear Programming Solver	0-25%	26-50%	51-75%	76-99%	100%	Weight
Interface to input LP model (GUI component)	No implementation / Not working	Working, but for small fixed size only and very buggy	Ability to add variables in LP format	Ability to add any number of variables in LP format, with the domain of each variable and the objective function	An interpreted mixed-integer linear programming modeling langauge	0.4
Implementation of scalable simplex method	No implementation / Not working	Working, but for small fixed size only and very buggy / does not always supply the correct results	Working supplies correct results, but software limitation on number of variables and has some memory leaks / some bugs	Working as intended, no software variable limitation, no potential memory leaks, almost no bugs	Flawless implementation of simplex method, where slack variables are automatically generated	0.4
Implementation of Branch & Bound	No implementation / Not working	Working, but for small fixed size only and very buggy / does not always supply the correct results.	Working supplies correct results, but software limitation on number of variables and has some memory leaks / some bugs	Working as intended, no software variable limitation, no potential memory leaks, almost no bugs	Flawless implementation of Branch & Bound with multi-threaded support	0.1
Overall design	No object orientated design	Limited use of classes	Adequate use of classes	Good understanding of object orientated design	Exceptional use of classes, templates, and overall a good design	0.1

Logic gate simulator	0-25%	26-50%	51-75%	76-99%	100%	Weight
Interface (GUI)	No interface	Only predefined simulations to choose from.	Ability to add only NAND gates with fixed inputs.	Ability to add any logic gate.	Ability to define and abstract component	0.4
Simulation / Design Tool	No Implementation	Does not work, but something implemented	Works for a single step, no clock functionality	Works for clocked inputs	Flawless implementation as a simulation tool	0.4
Scalability and extensibility	No Implementation	Buggy / laggy for small simulations	Basic save and load of simulations/designs	Ability to package multiple components as one	Creation of custom components that can be scripted with a scripting language such as lua/python	0.1
Overall design	No object orientated design	Limited use of classes	Adequate use of classes	Good understanding of object orientated design	Exceptional use of classes template, and overall a good design	0.1