CSC131 Project – Fall 2020 Final Deliverables and Grading Rubric

Due Date: Wednesday December 9, 11:59 pm

Deliverables:

1. Presentation (PDF, PPT or MP4 files)
2. Document

Regardless of the actual date of your presentation, all presentation files and other documents must be submitted by Wednesday December 9, 11:59 pm.

Live Presentation Deliverable

The presentation will be given over Zoom. Each team will be given control of screen share in order to show their presentation.
Your visual presentation should be no more than 18 minutes long including 5 minutes for questions. The presentation should cover major points in your product and process items. It can discuss the languages, platforms and technologies utilized during your project and why those items were chosen. You may discuss your design approach, your architecture, and any design patterns, refactoring, etc. Your presentation can discuss any obstacles or challenge experienced during the project and how those challenges were mitigated. The format of the audio-visual presentation (recorded or live), can include slides, video, narration, diagrams, product demos and anything else that will enhance the class's understanding of what your team did. All members of the team must participate in the presentation and be present when the presentation occurs.

Section 3 Live Presentation Dates:
Thursday, December 10, 4pm – 5:15pm
Thursday, December 17, 3pm – 5pm

Section 7 Live Presentation Dates:
Tuesday, December 15, 5:15pm – 7:15pm

You must also upload a document containing your presentation file(s), PDF, PPT or MP4 format (link to online host if MP4 format) by **Wednesday, December 9, 11:59 pm.**

Below are possible formats for the flow of your presentation. You do not need to follow any of these formats, these are just meant to give you an idea of items you can include and approaches you can take. Feel free to mix & match or include other pertinent items not mentioned below.

Sample Format	**Sample Format**	**Sample Format**
1. Introduction (Team) 2. Product Vision 3. Design solution/diagrams 4. Screen mockups 5. Challenges/obstacles 6. Lessons learned	1. Introduction 2. Product Vision 3. Product Demo 4. Platforms, technologies, tools used 5. Design approach & diagrams 6. Lessons Learned	1. Product "Commercial" 2. Contextual Inquiry results 3. Visual Personas 4. Architecture diagrams 5. SCRUM artifacts 6. Lessons Learned

Document Deliverable
The final project deliverable documents will be turned in by ONE member of your team and must include:

1. One document containing:
    a. An **itemized list** of all Product and Process items for which you are seeking credit
        i. If applicable, specific dates, Sprints, classes etc. during which the item occurred for example:
            1. Date/duration and participants of pair programming session and link to MP4 recording snipped
            2. Sprint card# and task card# and class names plus repository check-in number for refactoring efforts
            3. Class name that contains any design patterns used and the name of the design pattern.
    b. Your Scrum artifact – hyperlink to Flying Donut
    c. Your version control repository – hyperlink to Github
    d. Other artifacts (personas, mockups, SonarQube screen captures, etc) – hardcopies or links to online versions
2. The presentation file delivered during your live presentation.

Individual Deliverable

Each team member must complete an online evaluation for their team. The evaluation is an individual assignment.

Project Rubric

	Beginning **Falls far below minimum standards. Contains no items from the Minimum Standard.**	**Needs Improvement** **Falls just short of Minimum Standard, missing only a few items.**	**Acceptable** **Meets Minimum Standard**	**Accomplished** **Exceeds Minimum Standard**	**Exemplary** **Exceeds Accomplished Standard**
Product (37% base)	Demonstrates no REST endpoints. Demonstrates no documentation.	Demonstrates 1 - 2 REST endpoints. Demonstrates in-adequate documentation of the product which does not cover all features and endpoints.	Demonstrates REST endpoints that deliver, in JSON: 1. A collection resource 2. A singleton resource 3. Results of a search of 1 Oscar category. REST endpoints accessible via HTTP calls executed by a client. Demonstrates adequate documentation that covers all product features and endpoints.	Demonstrates at least one of the following: Interfaces via REST call with an external movie resource. Results contains hyperlinks to external resource with movie data. Provides >1 of the types of REST endpoints required for minimum standard. Contains GUI elements which present movie data. Demonstrates well designed HTML documentation that covers some product features and endpoints.	Demonstrates several items from the Accomplished section. GUI elements, if any, are well designed. Provides well designed HTML documentation that covers all product features and endpoints. Product and/or endpoints are publicly accessible on the WWW.
Process (52% base)		Absence of any unit tests. Absence of clear evidence of SCRUM activities.	1. Defined product vision 2. Defined a persona 3. Source code repository. 4. Flying Donut project with clear evidence	Demonstrates at least one of the following: 1. Use Case Diagram containing high-level use cases for product.	Demonstrates several items from the Accomplished Section. Demonstrates the evolution of a well designed approach to

			of ongoing Scrum activities 5. Indication of attempt to complete 1 user story at each Sprint. 6. Presence of unit tests in source code repository which exercise 2 classes.	2. Test-driven development 3. Notes from interviews or contextual inquiries and resulting visual personas. 4. Low fidelity mockups or wireframes for GUI interface. 5. Video clip from pair programming session. 6. Incorporation of a design pattern 7. Incorporation of a coding standard 8. Usage of SonarQube to perform static analysis of codebase. 9. Details of a coding standard adopted by the team, checked into the repository. 10. Usage of a database to store and read Oscar winner data. 11. UML or Architecture Diagrams	product implementation. High fidelity, interactive mockup for GUI interface. Demonstrates continuing adherence to Scrum principles of transparency, inspection and adaptation. Demonstrates obstacles faced during the project and approaches the team took to mitigate its effects. Source code repository demonstrates clear evidence of ongoing activity from project start to finish.
Presentation (11% base)			Contains visual and audio elements discussing Product and Process items. Includes “Lessons Learned”		