

## Elements on the rubric COMP3130 Deliverable-1

### **Task1: Storyboarding (20 marks)**

1. Creating the interaction between screens that are legible
2. Doesn't look complicated and the flow is clearly depicted in the diagram
3. Considering the correct amount of flows required for the case study.

### **Task 2: Wireframing (30 marks)**

4. Quality of work (Is the work something that looks as if it put overnight/quality time spent and looks really good)
5. All screen designs look consistent (Consistency across the screens)
6. Correct Wireframing format (No colours, proper shapes used, etc)
7. Proper form elements used (Tried to use elements, instead of using the same ones over and over again as in capturing everything with a textbox for instance)
8. Doesn't copy the format of the examples used in the workshops (Doesn't change the details from the workshop and make an assignment from it)
9. Has captured every information required
10. Clarity of the design (Legible design/ Looks clean and neat)

### **Task 3: Mock-ups (40 marks)**

1. Quality of work (Is the work something that looks as if it put overnight/quality time spent and looks really good)
2. All screen designs look consistent (Consistency across the screens)
3. Correct Mock-up format (with colours, correct elements)
4. Proper form elements used (Tried to use elements, instead of using the same ones over and over again)
5. Doesn't copy the format of the workshop (Doesn't change the details from the workshop and make an assignment from it)
6. Clarity of the design (Legible design/ Looks clean and neat)