Stage 1 Feedback

Team:

Grade: /100

GitHub Site		/30
Home Page Includes brief description of project and course (1) Includes your team number (1) Includes a description of the software (4)		/6
Team Roster Page Includes all team members (2) Lists skills/background (and roles) (4)		/6
UI Design Page Description of overall look and feel (2) Includes screen layouts of sufficient quality (2) Level of detail – must show overall layout, the number of different screens, and how you would navigate between them (6)		/10
Software Design Page Includes UML diagram (2) Indicates software used to generate diagram (2)		/4

Project Plan Page Includes the additional (requested) components/features to be implemented as well as any proposed elements (2) Each element includes a title, description, feasibility statement, and dependency statement (2)		/4
GitHub / Project Management		**/20**
User Stories All features should correspond to a simple user story that is reflected by an Issue on GitHub (or equivalent in another project management tool) (4) All Issues should be assigned to a team member (2) User stories provide a clear list of all user-facing features in plain language (4)		/10
UI Design		**/30**
Description Description of the basic look and feel of the software and how the user will use it (5)		/5
UI Mockups Are easy to read, follow and understand (5) Level of detail – must show overall layout/theme, the number of different screens/views, and how you would navigate between them (20)		/25
UML Diagram		**/20**
Clean and easy to read (5) Correct notation for classes, attributes, and associations – given limitations of software used – no types or visibility required at this stage (5) UML diagram uses class names, class associations, and instance variables that are easy to understand when compared to the initial proposal and user stories (10)		/20