

SENG2130 Group Project 2

		Marks	Poor	Ave	Good	V Good	Score
Introduction	Introduction – Actual introduction and gives an overview of the report, what are the objectives, who is the audience etc	2.5	0-0.5	1	1.5-2	2.5	
Business Rules	Explanation of business rules especially those which are added/updated from Assignment Part A, and how these rules are mapped into your System Design. This includes the mapping table	5	0-1	2	3-4	5	
Class Diagram	Appropriate Entity, boundary and controller classes and system requirements for the Use Case. Documentation of the diagrams	6	0-1	2-3	4-5	6	
	Appropriate data and data types	6	0-1	2-3	4-5	6	
	Multiplicity – all classes labelled. Use of correct values, Appropriate relationships between classes.	6	0-1	2-3	4-5	6	
	Appropriate methods to enable the system requirements	6	0-1	2-3	4-5	6	
	Class Diagram includes architectural style and examples of design patterns	6	0-1	2-3	4-5	6	
	Class Diagram Subset: Student Name						
	Class Diagram Subset:						
	Class Diagram Subset:						
	Class Diagram Subset:						

<i>Sequence Diagram for each selected Use Case</i>	Class Diagram Subset:						
	Class Diagram Subset:						
	Diagrams, consistent level of detail, appropriate structure and map back to Use Case description	6	0-1	2-3	4-5	6	
	The objects in the diagrams match the class diagram	6	0-1	2-3	4-5	6	
	The messages and data match the class diagram	6	0-1	2-3	4-5	6	
	The sequence of message and general flow is appropriate for the use case	6	0-1	2-3	4-5	6	
	Section 5 Documentation	6	0-1	2-3	4-5	6	
	Sequence Diagram: Student Name						
	Sequence Diagram:						
	Sequence Diagram:						
	Sequence Diagram:						
	Sequence Diagram:						
	Sequence Diagram:						

Interface Designs	Prototype interfaces map back to the Use Cases. The data and functionality required maps back to class diagram and system requirements	5	0-1	2	3-4	5	
	Consistent and accessible design between the different interfaces. Documentation of the interfaces	5	0-1	2	3-4	5	
	Prototype Interface: Student Name						
	Prototype Interface:						
	Prototype Interface:						
	Prototype Interface:						
	Prototype Interface:						
	Prototype Interface:						
Deployment Strategy	Strategy chosen is explained and reasons given, excellent teams would give examples of real world situations	5	0-1	2	3-4	5	
Team Management	Resources requirements, Tasks allocated (completion shown for each task) and updated etc: Gantt chart, Must have revision of previous submission and upload files, close project, team meetings and appropriate tasks for this type of assessment	5	0-1	2	3-4	5	

	At least 5 team meetings, excellent reports would show who did what, notes as required, any team issues or changes in team processes, report of MS team analytics	5	0-1	2	3-4	5	
	Self and Peer Assessment Completion (Either completed or not)	5	0	5	
	Team Member 1						Y/N
	Team Member 2						Y/N
	Team Member 3						Y/N
	Team Member 4						Y/N
	Team Member 5						Y/N
	Team Member 6						Y/N
Conclusion	Actual conclusion which will also include, What was completed What was not completed and why and recommendations	2.5	0-0.5	1	1.5-2	2.5	
Total:100		100					0
10% deduction for each day late: -3 for each day		0					0
Final Score Incuding any later submission deduction: 30%							0

Areas for Improvement

1

2

3

Areas of Strength

1

2

3