	Unsatisfactory	Satisfactory	Good	Excellent
Addressing Feedback	Ignores feedbackIssues not tracked	Some addressedIncorrectly addressedInconsistencyIssues not tracked	Mostly addressedMostly well addressedSome inconsistencyIssues somewhat tracked	All addressedWell addressedConsistentIssues tracked
Code Base of Prototype	Missing or useless	 Poor code quality Inconsistent conventions Less than ½ of requirements implemented Cruft and dead code Poor or no connectivity to server 	 Good quality Some inconsistency About ½ of requirements implemented Has connectivity to server Like Excellent, but lacking in some aspect 	 Excellent effort Mostly consistent At least ½ of requirements implemented Has connectivity to server Clean code Limit/error checking
Code Documentation	Missing or completely inconsistent	 Inconsistent Difficult for a third party to understand 	 Mostly consistent Third party could understand Mostly complete and clear Javadoc for entity (model) classes and methods 	 Consistent Easy to interpret Complete and clear Javadoc for entity (model) classes and methods
Test Cases	• No tests	 Missing tests or tests cannot run Unconvincing tests Inconsistent Tests do not check against expectations Often testing existing Java collections or features Not using JUnit 	 Tests exist and can run Mostly convincing tests Mostly complete unit tests of entity (model) classes Mostly complete intent tests for implemented use cases Mostly consistent Realistic test data Like Excellent, but lacking in some aspect 	 Test exist and can run Convincing and passing tests for completed implementation Comprehensive unit tests of entity (model) classes Comprehensive intent tests for implemented use cases Consistent Realistic test data Matches requirements (use cases and storyboards) and design
OOD	 Failure to demonstrate OOAD Poor diagrams 	 Somewhat OO, but poor design decisions Unclear separation of concerns 	 Mostly OO Mostly separates concerns Some information hiding Mostly proper 	 Clearly OO Properly separates concerns Good information hiding Proper encapsulation

		 Little information hiding Breaks encapsulation Missing classes and interfaces Missing important elements Includes unimportant elements Inconsistent diagrams Incorrect notation 	encapsulation Mostly clear classes and interfaces Most important elements described Mostly consistent diagrams Mostly correct notation Like Excellent, but lacking in some aspect	 Clear classes and interfaces Important elements described Consistent diagrams Correct notation Boundary, control, and entity layering in architecture Uses design patterns Understandable design rationale and helpful commentary Neatly laid out and labeled diagrams
Release Planning	 Lack of planning or cursory effort Poor grasp of agile principles 	 Lack of planning or unrealistic planning Late testing or integration 	 Clear planning, but with inconsistency or incompleteness Like Excellent, but lacking in some aspect 	 Clear planning Refers to requirements Displays regular pacing of working software Internal timelines Tackles riskier tasks earlier
Reuse Statement	• Missing	IncompleteInconsistentUnapproved reuse	Some incompletenessSome inconsistencyApproved reuse	CompleteConsistentApproved reuse
Tangible Demo	 Missing demo Cannot demo Less than a few members present 	 Some demo ability Very rough Inconsistent Little or no user interface A few members present 	 Demo ability Rough edges Realistic data and inputs All but one member present 	 Demo ability Clear and coherent Realistic data and inputs All members present
Tool Practices	Limited use (e.g., Dropbox, emailing zips)	 Inconsistent/infrequent use Behalf-of-member commits External deliverables 	Inconsistent, but frequent use among team	All team members commit to Git/Wiki regularly
Meeting Attendance	Less than half of group members attend for 1 or more meetings.	All but two members attends all meetings.	All but one member attends all meetings.	All members attend all meetings.

Addressing Feedback: U=0, S=1, G=2, E=3

Code Base: U=0, S=1, G=2, E=3

Code Documentation: U=0, S=0.5, G=1, E=2

Test Cases: U=0, S=1, G=2, E=3

OOD: U=0, S=1, G=2, E=3

Release Planning: U=0, S=0.5, G/E=1 Reuse Statement: U=0, S=0.5, G/E=1

Tangible Demo: U=0, S=0.5, G=1, E=2

Tool Practices: U=0, S=0.5, G=1, E=1.5

Attendance: U=0, S=0.5, G=1, E=1.5

Relative Quality: U=0, S=0.5, G=1, E=1.5

score out of 22.5 scaled to mark out of 10

When in doubt:

Descriptor	Interpretation
Excellent	Consistently original thinking that extends the material, demonstrated depth and breadth in the material, ability to integrate material with other subjects, ability to analyse and synthesize material at various levels of abstraction.
Good	Like an A, but not consistent over time, or weak in a specific area.
Satisfactory	Understand the core material but not its subtleties, can apply it to simple situations on own and to more complex situations with hints, evidence that the material has changed the way of thinking.
Unsatisfactory	Understand some of the core material but not its subtleties, can apply it to simple situations but often needs assistance, evidence that the material has had some change on the way of thinking.
Unsatisfactory	Shows some understanding of parts of the material, cannot apply it without some direction, little evidence that the material has

	changed the way of thinking.
I I incatictactory	Little evidence of understanding of even the surface issues, poor analysis and synthesis, inability to apply the material.