

	Unsatisfactory	Satisfactory	Good	Excellent
Requirements Specification	<ul style="list-style-type: none"> Inaccurate Missing Poor grasp of requirements specification/elicitation 	<ul style="list-style-type: none"> Unnumbered use cases Lacking some use cases Inconsistently demonstrates requirements specification/elicitation Unwarranted assumptions Refers to design or implementation details Like Good, but inconsistency exists 	<ul style="list-style-type: none"> Numbered use cases Mostly thorough use cases Demonstrates requirements specification/elicitation Like Excellent, but lacking in some aspect 	<ul style="list-style-type: none"> Numbered use cases Comprehensive use cases Clearly demonstrates requirements specification/elicitation Explicit mapping of user stories to use cases Wow factor proposed
User Interface Mockup and Storyboard	<ul style="list-style-type: none"> Missing or completely inconsistent Displays lack of understanding of UI mockups or storyboarding 	<ul style="list-style-type: none"> Inconsistent Cursory UI mockups Unclear elements on UI mockups Cursory storyboard Unclear actions on storyboard transitions Covers some use cases Displays questionable understanding of UI mockups or storyboarding 	<ul style="list-style-type: none"> Mostly consistent Mostly complete UI mockups Mostly labeled elements on UI mockups Detailed storyboard Mostly labeled actions on storyboard transitions Covers important use cases Displays understanding of UI mockups and storyboarding Like Excellent but lacking in some aspect 	<ul style="list-style-type: none"> Consistent Complete UI mockups Labeled elements on UI mockups Detailed storyboard Labeled actions on storyboard transitions Covers all use cases Displays understanding of UI mockups and storyboarding
Release Planning	<ul style="list-style-type: none"> Lack of planning or cursory effort Poor grasp of agile principles 	<ul style="list-style-type: none"> Lack of planning or unrealistic planning Late testing or integration 	<ul style="list-style-type: none"> Clear planning, but with inconsistency or incompleteness Like Excellent, but lacking in some aspect 	<ul style="list-style-type: none"> Clear planning Refers to requirements Displays regular and frequent pacing of working software Internal timelines Tackles riskier tasks earlier
Glossary and Information Sources	<ul style="list-style-type: none"> Lack of glossary or cursory effort 	<ul style="list-style-type: none"> Important domain ideas missing Unclear 	<ul style="list-style-type: none"> Like Excellent, but lacking in some aspect 	<ul style="list-style-type: none"> Application domain terms Clear glossary External references Open source license

Tool Practices	<ul style="list-style-type: none"> Limited use (e.g., Dropbox, emailing zips) 	<ul style="list-style-type: none"> Inconsistent/infrequent use Behalf-of-member commits Externally linked deliverables 	<ul style="list-style-type: none"> Inconsistent, but frequent use among team 	<ul style="list-style-type: none"> All team members commit to Git/Wiki regularly
Individual Task and Peer Review Forms	<ul style="list-style-type: none"> Less than a few members completed forms 	<ul style="list-style-type: none"> A few members completed forms 	<ul style="list-style-type: none"> All but one member completed forms 	<ul style="list-style-type: none"> All members completed forms

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

User Interface: U=0, S=1, G=2, E=3

Release Planning: U/S=-0.5, G/E=0

Glossary: U/S=-0.5, G/E=0

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

Forms: U=-1.5, S=-1, G=-0.5, E=0

floor = 0, ceiling = 6

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.
Unsatisfactory	Little evidence of understanding of even the surface issues, poor analysis and synthesis, inability to apply the material.