

College of Engineering & Physical Sciences
Assignment Brief

CS2TP 2022-2023 Team Project	Submission 2 Specification (Teaching Period 1)
Module leader: Shereen Fouad s.fouad@aston.ac.uk	Teaching team: Dr. Abinaya Sowriraghavan Email: a.sowriraghavan@aston.ac.uk Dr. Chloe Barnes Email: c.barnes1@aston.ac.uk Dr. Umar Manzoor Email: u.manzoor@aston.ac.uk

Assignment Brief/ Coursework Content:
This document describes submission 2 for teaching period 1 (TP1) that should be made for the Team Project module based on the module project brief for TP 1. It is expected that these submissions report on some of the activities undertaken by the team, as part of effective team-based management of software development practice, communication of technical work, and as evidence of your learning. The submissions described in this document influence the team's overall mark, and this is described in the accompanying Assessment Guidelines document.

Descriptive details of Assignment:

Submissions List:

- 1. Reflection report 2 [INDIVIDUAL submission]**
 - This submission is **worth 25% of element 2 assessment**, which is **equivalent to 5% of the module total mark** (for more information about the assessments and associated weighting for this module, please see the student guide or the marking criteria).
 - This is an individual submission, to be submitted in PDF form via Blackboard.
 - A written document by each team member, reflecting on the second phase of the project and the implementation of your software,
 - You are advised to structure your reflection using Kolb's learning cycle or similar. Template is available on Blackboard under assessment and feedback information tab.
 - The maximum word count is 500 words, so do not exceed this limit.
- 2. Final project submission [TEAM submission]**
 - This submission is **worth 40% of element 2 assessment**, which is **equivalent to 32% of the module total mark** (for more information about the assessments and associated weighting for this module, please see the student guide or the marking criteria).
 - This is a team submission, only one person needs to submit on behalf of the team, though it is usually expected that several or all team members collaborate to produce it.
 - These take the form of code, videos, demonstrations of project artefacts, which evidence the evolution of your work.

- In particular, you are expected to submit the followings via Blackboard submission point:

2.1 PDF document which includes [TEAM submission]

- **Team information**
 - Team number
 - Team member names and IDs
 - Title of your project
 - Concise summary of the project
- **Accessible URL links to your deployed website**
- **Link to project version control repository (git) repository**
- **Link to communication tools or task tracker (e.g., Trello board).**
- **Statement of contribution.**

Define and justify each team member's role. A role describes the part of the project (or a set of tasks) a team member is responsible for. Failure to include this statement may lead to you not getting full credit for your work. Note that, individual marks for this assessment is not only determined by this information, but by the full range of evidence of contributions available to us, across the different aspects of the project.

2.2 Recorded Demo [TEAM submission]

- This is a maximum 15 minute video pitch that describes the software you have produced during the project.
- During the demo, we will expect that you introduce your team and your website application before moving on to demonstrate your overall system
- It should be aimed at potential users and be intentionally designed to excite them about your software.
- It should be submitted via Blackboard as a single video
- Make sure to highlight how your project meets the project brief.
- The marking for the Demo is available on Blackboard under the "assessment and feedback information" in the Demo marking guidelines document.

2.3 Complete Software System [TEAM submission]

The source code of the complete software system produced. This should not be submitted via Blackboard, in a zipped file and available via the source code repository.

Complete a peer assessment of your teammates using the GCLevels platform

(<https://cs.aston.ac.uk/gcleveles>). After the demos, we will release a link to a platform to allow all team members to comment on their own contribution and their peers' to their team's work. Your comments will remain confidential and will not be shared with other students. This will serve as an additional source of evidence to judge individual contributions. Your comments will only be accessible by the module staff.

Failure to include any of the above information may lead to loss of marks.

Submission guidelines

- Unless otherwise stated, each submission should be submitted by 12pm on the deadline day.
- Each team has a group area within the module site on Blackboard, which includes team submission links. This means that for TEAM submissions, only one person needs to submit on behalf of the team.

- For INDIVIDUAL submissions, i.e. your individual reflections, these must be submitted individually by each student.
- All document-based submissions are to be submitted in PDF form via Blackboard. This is to ensure that the work as received is consistent with how you intended it to appear. You should convert other document formats to PDF, and are advised to take time to ensure that the content displayed on the PDFs is legible and represents what you intended. Any documents submitted in a format other than PDF will be automatically converted by our software and this is not a perfect process. Hence this may lead serious ramifications, including a loss of content, lost marks for ineffective exposition, and possible lack of comprehension by the markers.
- Any late submissions will incur standard lateness penalties applied proportionally to the entire project mark. In addition, teams are advised to be aware of the emphasis placed on delivering complete work on time, in the module's assessment guidelines.
- Any input from published sources and open source code must be acknowledged through appropriate **academic referencing**.
For more information about **academic referencing** please see [here](#)
- **Plagiarism** or collusion may lead to disciplinary investigations with potentially serious consequences. If you have any questions or uncertainties about what constitutes plagiarism, and how to avoid it, please seek clarification from the academic staff, who will be happy to help.
For more information about academic offences please see [here](#)

Recommended reading/ online sources:

Visit the "Useful Learning Resources" section on Blackboard. We have included a good number of support material and links that are relevant to various aspects of the project to support you in your collaborative software development.

Key Dates:

Deadline Friday 2nd Dec 12pm

Marking Rubric:

Both elements 1 & 2 will be marked according to the descriptors in the "Assessment Guidelines" listed in the "Module information" section of the Blackboard module.