

CS120 - Capstone Java Project						
Criteria	Mastering (4)		Applying (3)	Developing (2)	Beginning (1)	Weighting
Code Quality (Applies To Group)						
Consistency and readability	Code is highly readable and consistent with proper indentation and naming conventions.		Code is mostly readable and consistent with minor inconsistencies.	Code readability and consistency are lacking, making it difficult to understand.	Code is poorly formatted and inconsistent, making it challenging to read.	80
Modularity and structure	Code is well-structured with appropriate use of methods and classes.		Code is mostly well-structured but may have some issues with modularity.	Code lacks proper organization and modularity, leading to code duplication or poor design.	Code structure is chaotic, with little consideration for modularity or organization.	
Functionality (Applies To Group)						
Completeness	Project provides a unique user experience that is the product of the development teams own original design and serves a singular, well defined purpose.		Project provides a unique user experience that is the product of the development teams own original design and serves a singular purpose that is unclear to some users.	Project provides a unique user experience that is the product of the development teams own original design and but its purpose would be unclear to all users .	Project provides experience that is unclear and unusable to all users .	
Correctness	Project functions flawlessly with no bugs or errors.		Project functions correctly with minor bugs that do not significantly affect functionality.	Project has noticeable bugs or errors that impact functionality but are not critical.	Project has major bugs or errors that severely impact functionality.	
Originality (Applies To Group)						
Evidence of Creative Design	Project code is unique or a heavily-modified version of third-party code created by the development team to achieve an original user experience. Tutorials, third-party Java code (i.e. public git repos) are cited in the code comments at the top of the program. The final program includes a minimum of <b>THREE</b> examples of modular code elements (i.e. classes) that are unique to the development team and are highlighted as such in the code comments		Project code is unique or a heavily-modified version of third-party code created by the development team to achieve an original user experience. Tutorials, third-party Java code (i.e. public git repos) are <b>partially</b> cited in the code comments at the top of the program. The final program includes a minimum of <b>TWO</b> original examples of modular code elements (i.e. classes) that are unique to the development team and are highlighted as such in the code comments	Project code a modified version of third-party code created by the development team that recreates a the original developers user experience with superficial differences (i.e. formatting changes or wording differences). Tutorials, third-party Java code (i.e. public git repos) citations are omitted in the code comments at the top of the program. The final program includes <b>ONE</b> original example of modular code elements (i.e. classes) that are unique to the development team and are highlighted as such in the code comments	Project code is a clone of third-party code that recreates the original developers user experience. Tutorials, third-party Java code (i.e. public git repos) citations are omitted in the code comments at the top of the program. The final program includes no examples of modular code elements (i.e. classes) that are unique to the development team and are highlighted as such in the code comments	
Documentation (Applies To Group)						
Comments	Code is thoroughly documented with clear and helpful comments throughout.		Code is adequately documented, but some sections may lack comments or clarity.	Code documentation is sparse or unclear, making it difficult to understand the code's purpose.	Code lacks meaningful comments or documentation, making it challenging to comprehend.	
Readme file	README file provides comprehensive instructions for building, running, and using the project.		README file provides basic instructions but may lack detail or clarity.	README file is incomplete or missing essential information.	README file is absent or provides little to no useful information.	
Presentation (Applies To CEO Role)						
Organization and clarity	Weekly update presentations (PPT) are well-organized, clear, and easy to follow, with a logical flow of information.		Presentation is organized and mostly clear but may have some sections that are confusing or poorly structured.	Presentation lacks organization and clarity, making it difficult to follow the content.	Presentation is disorganized and confusing, making it hard to understand the project.	20
Engagement and delivery	Presenter engages the audience effectively, delivers the content confidently, and responds well to questions.		Presenter demonstrates adequate engagement and delivery but may lack confidence or struggle with answering questions.	Presenter lacks engagement and delivery, making the presentation dull or uninteresting	Presenter is unprepared, disengaged, or unable to effectively deliver the content.	
Deployment (Applies To CTO Role)						
Evidence of Research	Student presents a well-organized document (PPT) summarizing the Team's research into programming resources on which the final project is reliant on. Document includes summary and citations for tutorials used . Citations each package used from the Java API package library and a one-slide summary of its functionality		Student presents an organized document (PPT) summarizing the Team's research into programming resources on which the final project is reliant on. The document may be partially disorganized or omit citations for some resources used as well as one-slide summary slides for API packages	Student presents a document summarizing the Team's research into programming resources on which the final project is reliant on. The document is disorganized and omit citations for resources used to complete the project (tutorials) as well as one-slide summary slides for API packages	Student presents the Team's research into programming resources on which the final project is reliant on. The summary is disorganized and omit citations for resources used to complete the project (tutorials) as well as one-slide summary slides for API packages	
Engagement and delivery	Presenter engages the audience effectively, delivers the content confidently, and responds well to questions.		Presenter demonstrates adequate engagement and delivery but may lack confidence or struggle with answering questions.	Presenter lacks engagement and delivery, making the presentation dull or uninteresting	Presenter is unprepared, disengaged, or unable to effectively deliver the content.	
Organization (Applies To COO Role)						
Organization and clarity	Student presents a well-organized and easy to follow document (PPT) of the group's activities since the last update. They summarize project progress wrt milestones and clearly document each Team member's "Next Steps & Outcomes" at conclusion of weekly progress meetings.		Student presents a document (PPT) of the group's activities since the last update that may be partly disorganized or confusing. They summarize project progress without clearly defined milestones. They document "Next Steps & Outcomes" at conclusion of weekly progress meetings without clearly assigning all Team Members their specific tasks.	Student presents a document of the group's activities since the last update that is disorganized or confusing. They summarize project progress without specific milestones. They document "Next Steps & Outcomes" at conclusion of weekly progress meetings that are unactionable and unassigned to specific individuals.	Student presents a disorganized account of the groups activities since the last update without documentation. They summarize project progress without milestones. They do not document "Next Steps & Outcomes" at conclusion of weekly and no clear path is set for the next week.	
Engagement and delivery	Presenter engages the audience effectively, delivers the content confidently, and responds well to questions.		Presenter demonstrates adequate engagement and delivery but may lack confidence or struggle with answering questions.	Presenter lacks engagement and delivery, making the presentation dull or uninteresting	Presenter is unprepared, disengaged, or unable to effectively deliver the content.	