Grading Rubric – Deliverable 3: Design and Project Review

| System Overview | 5 points |
|---|--------------|
| Clear and precise description of the system in the user's vernacular | 3 points |
| capturing the essence of the functionalities (what it does?) | |
| What are the unique features of the system? How are these features | 2 points |
| valuable? | |
| Technology | 15 points |
| Description of the technologies that will be used | 8 points |
| Assumptions made regarding the existing systems/infrastructure | 4 points |
| Documented changes to requirements and architecture (clearly indicate if | 3 points |
| nothing has changed) | |
| Class Diagrams | 15 points |
| Class diagrams reflecting all "must have" features (no hand drawing) | 10 points |
| Include descriptions of the classes, and explain the various attributes and | 5 points |
| methods | |
| Sequence Diagrams | 10 points |
| Two sequence diagrams representing two different use cases (no hand | 10 points (5 |
| drawing) | points each) |
| User Experience | 10 points |
| Discuss the user experience considerations for the system | 5 points |
| Impact on the design decisions | 3 points |
| Preliminary screen mockups (can be hand drawn) | 2 points |
| Team Retrospective | 15 points |
| Discuss what has gone well so far | 5 points |
| Discuss what has not gone well | 5 points |
| Outline steps to be taken for improvement | 5 points |
| Project Review Meeting with the GTA | 30 points |