INF 1009 Object Oriented Programming (Part 1)

	Excellent	Good	Fair	Average	Poor
Presentation (5%)	Presentation is clear and logical. Excellent coverage and structure with clarity of explanation and details. Implications of results well discussed.	Presentation is generally clear. Appropriate and useful designs and features. Clear description of methods and some discussion of the results with some conclusions	Presentation is ok. Appropriate and useful designs and features. Clear description of methods and some discussion of the results with some conclusions	Presentation unclear with less structure. Less features and lack of design. Limited discussion of the results and coclusions.	Presentation is very confusing and unclear. Nothing much done.
Abstract Engine Implementation (50%)	Significant application of Object-oriented programming concepts (classes, inheritance, polymorphism, etc.) to support the must haves along with additional features /use cases and functionalities. Impressive use of programming practices and good Code quality. No context specific code to a specific logic is present.	Correct development of must haves with good implementation of OOP features. Well tested and working. No context specific code is present	Correct development of the some must haves with basic implementation of OOP features. Some testing and use cases presented. Little context specific code is present	Few of the requirements implemented which supports few use cases,minimum testing, may not work completely. Context specific code is clearly present.	Lacking significant implementation
Abstract Engine Simulation (15%)	The abstract engine simulation does an excellent job showcasing the usage of the must haves using a general example. The abstract engine initializes and ends without an error. It showcases easy scaling and extension to any simulation logic.	The abstract engine simulation does a good job addressing the usage of the must haves. The abstract engine initializes and ends without an error. It showcases some scaling and extension characteristics.	The abstract engine simulation does a fair job addressing the usage of the must haves. The abstract engine initializes and ends with some errors. It does not showcase any scaling and extension abilities.	The abstract engine simulation attempts to address the usage of the must haves but lacks some. The abstract engine initializes and ends with some errors. It does not showcase any scaling and extension abilities.	Erraneous simulation with no clear specification of the must haves.
Report (10%)	Report is very well structured without minimal to no grammatical errors. Interesting, interactive, appropriate and useful designs and features. Results and conclusions are clearly stated.	Mostly good report with explanation and details, some minor errors and ambiguities	Report organization has some structure with multiple grammatical errors. Some explainations on features, design and final results.	Report organization is not well thought out.Partial explanation of methods and results, some errors and ambiguities	Brief and minimal report with little explanation and details
Video (5%)	The video does an excellent job overviewing the abstract engine, it is engaging and reflects well on content from the report, showcases the simulation of the abstract engine and touches on each of the must have managers. The video also sticks to the stipulated time limit.	The video does an good job overviewing the abstract engine, reflecting well on content from the report, showcases the simulation of the abstract engine and touches on each of the must have managers. The video also sticks to the stipulated time limit.	The video attempts to overview the abstract engine, reflecting on content from the report, showcases the simulation of the abstract engine and touches on each of the must haves. The video also sticks to the stipulated time limit.	The video is unclear, or hard to follow, is missing information and may not stick to the stipulated time limit.	The video is very brief with minimal details.
Innovation (10 %)	Extra creative implementation. Impressive abstract engine or any other additional features	Good and appealing abstract engine. Smooth simulation transitions	Some innovative features added	Unstructured and lack of innovation design	Unclear and erraneous prototype
Individual Reflection (5%)	Clear and honesst reflection of your own contribution including how you used AI for the project				
Peer Appraisal	Peer assigned deltabased on contribution to the team project				