Marking Schedule for Softeng 206 project

When marking your projects are marking will include considering the following

Software Part I, worth 20% Course work, 1 submission per group

Code
Code attribution (e.g. URLs of online resources)
Structured (use of packages and classes, Main class easy to find)
Elegant and helpful comments (explaining purpose of code)

Code readability (tidy code, good indentation)
Digestible small classes and methods
Meaningful names (classes, methods, variables)
Non-redundant code
Robustness of code – error checking
Linux Platform
Sophistication of code
Real-time playback

Functionality and Design
VARpedia meets specification-
Special Features
Helpful feedback to user on progress
Robustness to inputs of incorrect specifications
Impact of choice of colour
Impact on how info conveyed
Ease of Use (navigation around project, choice of button).
Intuitiveness of Workflow.
Help (e.g. access to user manual, or hover over buttons)

Crashes, null pointers, etc (will lose marks)

User Manual
User Manual Helpfulness (keep in mind intended audience)
Comprehensive

Report, Worth 20%
A reflection on what you did, and how you went about it.
Style
Readability and Clarity
Technical Depth
Structure and Layout
Professionalism, and appropriate tone

Content

Introduction which contains a brief summary of your VARpedia, identifying the special features, identification of target user and whether that had any implications for the design of the application.

Discussion about GUI design of product

- Choice of programming language and packages used
- Colour Consideration, Display layout
- Presentation of information
- Other Interface issues

Discussion about functionality of product (this is not a repetition of the user manual)

- What was the motivation of the selected functionality?
- What were the usability decisions?

Discussion about code design and development of product

- Documentation of software design
    - Was Java the best choice of language for project?
    - What other libraries were used ?
- Any innovation in implementation? And what was the motivation for these innovations.
    - E.g. Shortcut keys,, rewards,
- What was the development process? How did you decide who did what?
- Reflection on team collaboration
    - Reflection on the overall collaboration. how did it evolved from Assignment three.? What challenges were faced? How did you try to resolve them? What were the take-home lessons on collaboration? What would you do differently next time, given the experience gained in this course?
- Any other developmental issues.

Description of Evaluation and Testing

- Evaluation and Testing by ones self
- Results of Evaluation and Testing of product by allocated Class Peers.
    - Identify and document any changes made to original Beta version of code submitted on Oct 14th.
    - Justification of changes/or lack of change.
- Other Evaluation?

Future Work

Conclusions

Appendices

- Table of contribution. This is your own confidential view on how the tasks were allocated overall. List all the tasks, and give numeric values of contribution for you and your partner.