

# Comprehensive Software Project Evaluation Plan

Group Presentations

DAU-MScIT-Sem-III

November 3, 2025

# Objective of the Evaluation

- Assess students' competence across all stages of the Software Development Life Cycle (SDLC).
- Evaluate design quality, implementation discipline, and analytical maturity.
- Encourage structured thinking, collaboration, and professional presentation.

# Overall Structure

- Duration: 6 days
- Each group: 45–60 minutes (including QA).
- Assessment based-on
  - documentation,
  - demonstration, and
  - presentation-cum-discussion.

# Day 1: Problem Definition and Requirements

**Objective:** Evaluate clarity, relevance, and feasibility.

- Problem statement and motivation.
- Target users and system environment.
- Requirement specification (functional and non-functional).
- Use case diagrams and user stories.
- Technology stack justification.

**Artifacts:** SRS document, slides (5–7).

**Schedule:** Thu, Nov 6, 2025 - Fri, Nov 7, 2025.

# Day 2: System and Architectural Design

**Objective:** Evaluate architecture, modularity, and scalability.

- System architecture and data flow diagrams.
- UML models: All relevant - for e.g., class, sequence, deployment etc.
- Data modeling: ER diagrams, schema design.
- Design patterns (at least a few) and rationale.

**Artifacts:** Software Design Document (SDD), annotated architecture diagram, slides (5–7).

**Schedule:** Mon, Nov 10, 2025.

# Day 3: Implementation and Code Demonstration

**Objective:** Examine coding standards, structure, and integration.

- Code walkthrough of key modules.
- Functional prototype demonstration.
- Repository structure (GitHub/GitLab).
- Version control and collaborative workflow.

**Artifacts:** Source code link, README or API documentation, slides (5–7).

**Schedule:** Thu, Nov 13, 2025 - Fri, Nov 14, 2025.

# Day 4: Testing and Quality Assurance

**Objective:** Evaluate verification, validation, and system robustness.

- Testing strategy and coverage (unit, integration, system).
- Test cases, results, and bug tracking.
- Performance and security testing (almost needed for all apps).

**Artifacts:** Test plan, test report, and sample data, slides (5–7).

**Schedule:** Mon, Nov 17, 2025.

# Day 5: Deployment and User Experience

**Objective:** Assess operational readiness and usability.

- Live demo or deployed version.
- Deployment process (CI/CD, Docker, etc.).
- UI/UX design walkthrough.
- Performance and security considerations.

**Artifacts:** Deployment guide, user manual, slides (5–7).

**Schedule:** Tue, Nov 18, 2025 - Wed, Nov 19, 2025.

# Day 6: Reflection and Future Work

**Objective:** Evaluate analytical maturity and teamwork.

- Challenges and solutions.
- Contribution breakdown among team members.
- Lessons learned and improvements.
- Ethical, social, and sustainability implications.

**Artifacts:** Final report, project abstract cum poster, slides (5–7).

**Schedule:** Mon, Dec 1, 2025.

# Evaluation Rubric (Out of 100 Marks)

Phase	Criteria	Weight
Requirements	Clarity, completeness, justification	15
Design	Scalability, correctness, innovation	20
Implementation	Functionality, modularity, coding quality	20
Testing	Coverage, bug fixing, traceability	15
Deployment	Usability, performance, deployment maturity	15
Reflection	Teamwork, learning, future scope	15

# Pedagogical Extensions

- Peer review between teams to encourage critical evaluation.
- Peer review errors - Variation of  $> 20\%$  nullifies the peer review.
- Rubric-based digital evaluation sheets for transparency.
- Leader-board updates after every stage.

# Closing Remarks

- Plan ensures comprehensive assessment of SE competence.
- Focuses on analytical depth, collaboration, and professional practice.
- Encourages students to link design reasoning to real-world deployment.