

Software Engineering_{ncState, cs510, Spring 2015}

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Csc510, Project2

1. Write report a markdown readme file in Github.
2. Fill out and print this rubric. Hand in class.

Date: **Monday, May 4, 2015**

Project Id (column1 of <http://goo.gl/gmoYrk>): **5**

Project Name (column2 of <http://goo.gl/gmoYrk>): **The Frustrated Game Dev**

Member	Last name	First name	github id	email
1	Ford	Denae	dmford	denae.ford@gmail.com
2	Elliott	Anthony	anthonye2007	anthony_elliott@ncsu.edu
3				
4				

In the following, column 0 is your score column 1 will come from the tutor

0	1	Score	What
1	1		From http://goo.gl/gmoYrk , there is a link to the report readme.
1	1		Has section "1.Collection" describing collection tricks
1	1		Has section "2.Anonymization" describing anonymization tricks
1	1		Has section "3.Tables" describing tricks for making your tables
1	1		Has section "Data" describing how much data was collected
1	1		Has section "Data samples" : snippets of collected data, and Github links to the real stuff
3	3		Has section "Feature detection": 10-20 detectors, described, plus links to code
2	2		Has section "Feature detection results": what found when feature detectors applied
3	3		Has section "Bad smells detector": scripts used, described, plus links to code
2	2		Has section "Bad smells results": what found when the bad smell detector was applied
2	2		Has section "Early warning": scripts used, described, plus links to code
4	4		Has section "Early warning results": what found when the early warning detector was applied

Final score: round(score*ticks/1.5)); so max = 15 (out of 10)