COMP 3717 – Android

Term Project Marking Guide

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| **Team Name:** | Mountaineers | **Date:** | April 2021 |
| **Proj. Description:** | App to showcase tourist attractions in cities | | |
| **App Name:** | Sightsee | **Set:** | M |

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| **Team** | |
| 1. Inseob Yang | 2. Nicholas Yu |
| 3. Victoper Esperanza | 4. |

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| **Task** | **Max Mark** | **Mark** |
| Complexity | 10 |  |
| * Team came up with a reasonably complex solution |  |  |
| UI/UX | 10 |  |
| * The User Interface and User Experience are intuitive |  |  |
| Accomplishment | 10 |  |
| * The team accomplished the task that they set out to do. |  |  |
| Creativity | 10 |  |
| * Team showed creativity in producing a software solution to the problem at hand |  |  |
| Technology Used | 10 |  |
| * Best practices were used in your solution:   + Proper data validation   + Data is being read dynamically and is regularly updated   + Regular updates to lab instructor |  |  |
| Resources | 10 |  |
| * Submitted presentation resources and source code to D2L * Java code * Quality of Design & User documentation |  |  |
| Video Pitch | 30 |  |
| * This measures how happy the judge(s) were with your solution.   This will be the criteria by which you will be:  - usefulness (out of 10)  - innovative idea (out of 10)  - aesthetics / visually appeal (out of 10) |  |  |
| Peer Evaluation | 10 |  |
| Filled out and submitted peer-evaluation |  |  |
| Adjustment |  |  |
| Adjustment for each student based on peer evaluation |  |  |
| **TOTAL:** | **100** |  |