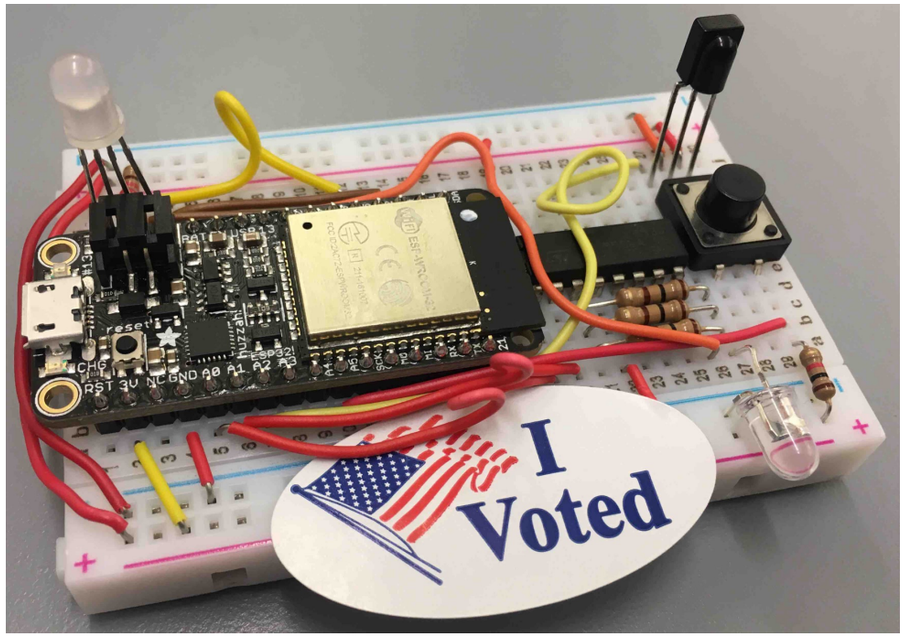


BU-EC444

Fall 2024
Prof. Little

Skill and Quest Reporting

Coverage

- Quest rubrics
- Reporting for skills and quest results
- Video recording

Rubrics – quantitative (75%)

There should be no ambiguity about meeting or not meeting quantitative objectives. You will be asked to self-assess your quests.

Objective criteria (0/1, 1=met)	Rating	Max	0	1
Servo spins right then left three times without chatter at prescribed time intervals		1	No	Yes
Alphanumeric display indicates hours and minutes.		1	No	Yes
Display shows countdown time report every second with no time loss.		1	No	Yes
Food dispensed at specified times.		1	No	Yes
Demo delivered at scheduled time and report submitted in team folder with all required components		1	No	Yes
NA				
Investigative question response		1	None/weak	Credible
Total objective criteria	0	6		

Evidence of each criterion should appear in your submitted video

Rubrics – qualitative (25%)

Qualitative criteria	Rating	Max	0	1	2	3	4	5
Quality of solution		5	Nonfunctional	Some elements missing or nonfunctional, unreliable	Meets requirements, but possibly flaky performance	Meets requirements and performs function as specified. Robust	Exceeds requirements. Evidence of solution going beyond baseline.	Well thought out, design decisions supported; extensible for future challenges
Quality of report.md including use of graphics		3	Not posted	Lack of depth on content. Just repeating the assignment statement. Little or no graphics or sketches	Evidence of technical knowledge and challenges solved shown above baseline	Clear, consise, complete, articulate. Depth of technical discourse.		
Quality of code reporting		3	Not posted	Little or no management, readmes, or headers or code comments	Average	Exceptional. Show branching, merging, commits, readmes, code comments		
Quality of video presentation		3	Not posted	Long, disorganized, incomplete, incoherent, missing students; portrait	Complete, structured, all students present; landscape	Clear, concise, complete, articulate		

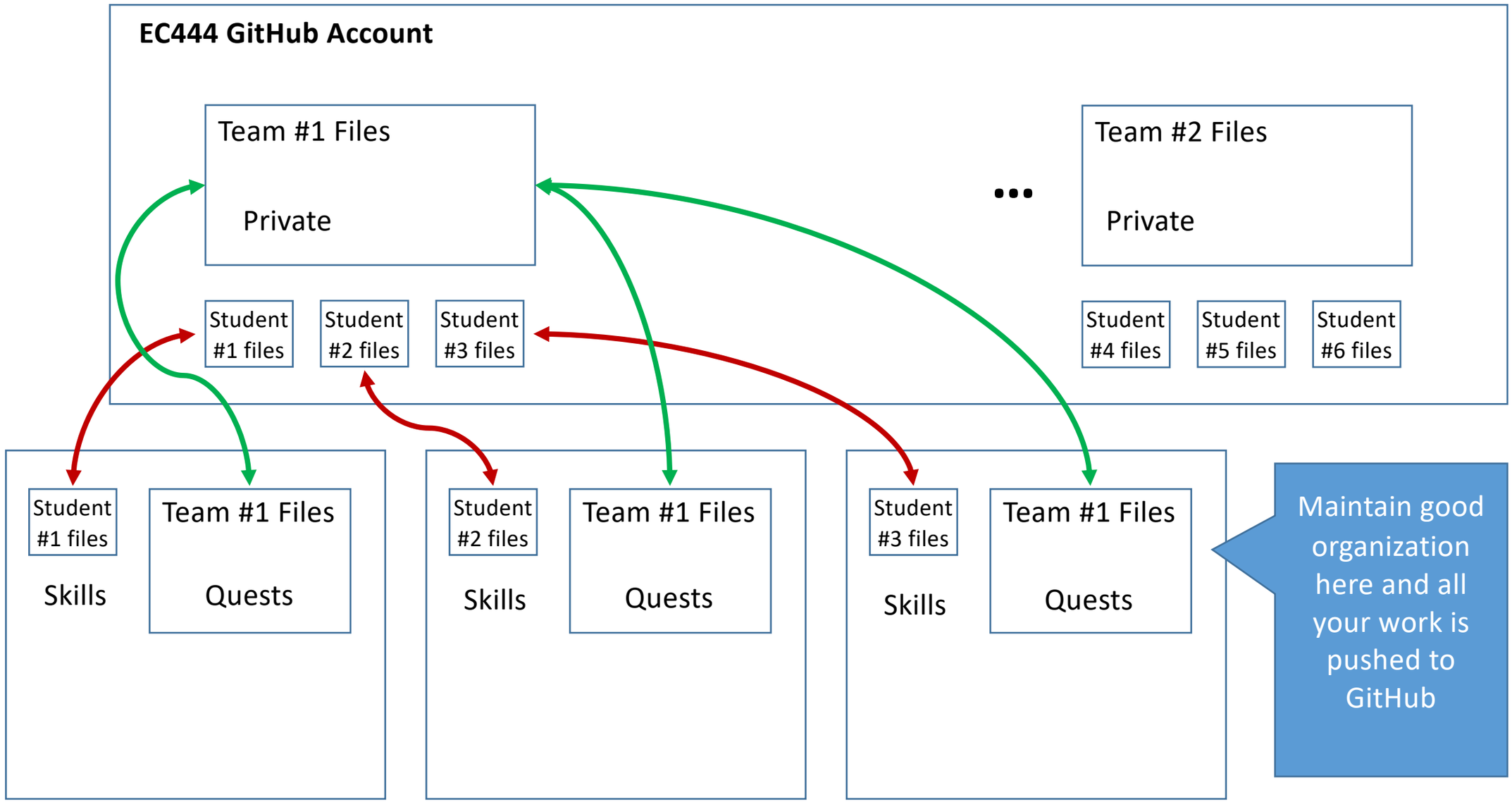
These are more subjective:

- 5 points for quality/effort of solution;
- 9 points for effective technical communication

Reporting

- Skills – skills template in markdown (use README.md and displays on GitHub)
- Include an image of your solution that includes your BU photo ID
- Quests – quest template using markdown (same)
- Use of images and sketches is required
- Use of video for quest reporting
  - Not to exceed 120s each (overview 120 s, demo 120 s)
  - Each team member appears in video
  - Landscape mode only
  - Best videos will be shared with class with permission
  - Videos stored on Google Drive or elsewhere (not on GitHub)

Reporting – using GitHub



Typical storyboard for your tech presentation

Title, names of each person, faces

What the project is about

Technical details 1

Technical details 2

Technical details n

Summary

EXAMPLE storyboard

Matt

Tom

Title, names of each person, faces

”This video is a summary of the fish feeding quest involving an ESP32, a servo, and a display unit”

What the project is about

Graphic showing system components and/or data flow

Technical details 1

Key elements

- I2C and interface
- mcPWM control for servos
- Timer and interrupts
- - …

Technical details 2

Talk about the dev environment and some of the challenges we encountered

Technical details n

Quick summary of what this was about, for closure

Summary

Timing on Demo Days

- Ideally, we see live demos – best way to show us – don’t miss this opportunity
- Fallback: final report and video by 11:59PM
- Timing: we will run demos based on order of arrival
- First-Come-First-Served on Piazza

Office Hours

- Your obligation to be in class ends at 3:15PM on Th/Th (you are welcome to continue to working in your teams if there is no class after)
- For regular classes on Tu/Th, I will roll into open office hours after class 3.30-4.30
- You can contact the TAs or instructor directly
- Preference is to post questions on Piazza directed to the instructors & TAs