Group Report

Final Project Report Evaluation

Requirement	**Detailed description via use case diagram**		
Points	0	1	2
Description	No use case diagram.	Some use case diagram, yet it is incomplete (does not cover all features) or incomprehensive or no misuse cases were modeled.	Complete and comprehensive use case diagram clearly showing the different features of the product. Also comprehensively model misuse cases.

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Design	**Design of different subsystems via UML diagrams**			
Points	0	0.5	1	2
Description	No class diagram.	Class diagram is present. However, it is incomplete, does not show all the associations or multiplicities, does not show (comprehensively) what are the different operations in the class or it is inconsistent with the use case diagram.	Class diagram is complete and consistent with use case diagram, but does not comprehensively model sequence diagrams to reflect product workflow.	Complete, comprehensive and consistent class diagram with respect to its use case diagram. Sequence diagrams are as comprehensive as possible to reflect the detailed usage scenarios of the product.

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Implementation Challenges	**Divide this section into multiple subsections – 1) Algorithmic challenges, 2) Engineering challenges (e.g. usage of certain tools, integration issues etc.) and 3) Testing challenges. Every project should have at least engineering and testing challenges. Algorithmic challenges might be specific to a few projects only (e.g. for Games).**		
Points	0	0.5	1
Description	No discussion on challenges.	Challenges are outlined, yet there is no comprehensive descriptions on what measures were taken to overcome these challenges or these challenges were not even addressed in the project.	Clearly outlines the challenges and comprehensively describe how they were addressed or what alternative measures were taken.

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Testing	**How the product was tested? Clearly articulate what features were tested, what was the process followed for testing, what tools were used and what were the findings.**			
Points	0	1	2	3
Description	No proper testing or code-a-bit-test-a-bit type of testing	Only unit testing is discussed. But no discussion on system and robustness testing.	Only unit and system testing, but not testing to check the robustness. For games, both system and robustness testing can be done by game players.	Unit, system and robustness testing are performed comprehensively and described in the report in detail.

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Lessons learnt	**What software development process was followed? Was there any challenges faced in following the process? What are lessons learnt in general after finishing the project?**	
Points	0	1
Description	No discussion	Comprehensively discusses the lessons learnt during the project.

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Deliverables	**Github links for all source repositories (you can also add me in the repository if you prefer that way) and the link to the video used in the presentation**	
Points	0	1
Description	No deliverable	All deliverables handed out.

Individual Report

Structure of the Report

- Contribution to Requirement formulation and refinement
- Contribution to the design
- Contribution to the implementation
  - Clearly articulate which subsystems were implemented by you
- Contribution to Testing
  - Clearly articulate which type of tests were designed by you
- Peer Review
  - Clearly specify the contribution of each group member (excluding yourself) and whether you think the contribution for a successful completion of the project. If the project was not successful (in your opinion), then what is the main reason behind such failure?

Final Words

- We expect everyone to contribute to both implementation and testing
- Ideally everyone should contribute to requirement, design, implementation and testing.