Georgia Institute of Technology
College of Computing
School of Computing Instruction
Course: CS 2340 – Objects and Design
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Project Coordination: Mr. Lucas G. Zangari (Head TA).

Team-based Project

Course Project – Description, Grading, and Deliverables

Grading Criteria

The course project has a weight of 36% of your course final grade, with three sprints you will have to work on as a team: each costing 12% of your course final grade. The project and each of its sprints will be graded using the format below, based on two core factors: product and process.

- **Concerning your product**, your team will need to **satisfy their client (a member from the instructional team: i.e., your mentor TA)** based on the user stories you all agreed to complete for the sprint. <mark>User stories will be graded as all-or-nothing</mark>: partial functionality will not earn you points.

- **Concerning your process**, your team will need to follow **Scrum** and its different elements. Communication, cooperation, planning, feedback, and balance are essential. Issues that will sanction your team are:

  - Lack of effective communication with the client.
  - Lack of effective communication among teammates.
  - Lack of planning and follow-ups (daily standups).
  - Unbalanced distribution of work.
  - Lack of cooperation and conflict resolution.

Per our syllabus, all communication among teams, clients, and members, must be via our institutional channels: Microsoft Teams, Canvas, Ed Discussion, and GT Outlook.

At the end of each sprint (12% of your course final grade) of the project, based on these criteria, your grade will be calculated as follows:

1. **Outstanding** (100% of the grade): *Both product and process were successful!*
   a. Product: Your app successfully works, features all user stories required, and presents an appealing GUI.
      AND
   b. Process: The process was successful and incorporated effective communication, cooperation, planning, feedback, and balance. If issues happened, they were reported proactively and found resolution before the

end of the sprint. Additionally, all process deliverables (sprint planning, review, and retrospective) were successfully done and submitted on time.

2. **Okay** (70% of the grade)--When **at least one of the following** is true:
   a. Product: Your app features less user stories than those required.
   b. Product: Your app has flaws in its GUI design.
   c. Process: One process deliverable (sprint planning, review, or retrospective) was not submitted on time.
   d. Process: One process deliverable (sprint planning, review, or retrospective) was not successfully completed.
   e. Process: There was a lack of effective communication with the client.
   f. Process: There was a lack of effective communication among teammates.
   g. Process: There was a lack of planning and follow-ups (daily standups).
   h. Process: There was unbalanced distribution of work.
   i. Process: There was a lack of cooperation and conflict resolution.

3. **Less than Okay** (50% of the grade)--When **two to four of the following** are true:
   a. Product: Your app features less user stories than those required.
   b. Product: Your app has flaws in its GUI design.
   c. Process: One process deliverable (sprint planning, review, or retrospective) was not submitted on time.
   d. Process: One process deliverable (sprint planning, review, or retrospective) was not successfully completed.
   e. Process: There was a lack of effective communication with the client.
   f. Process: There was a lack of effective communication among teammates.
   g. Process: There was a lack of planning and follow-ups (daily standups).
   h. Process: There was unbalanced distribution of work.
   i. Process: There was a lack of cooperation and conflict resolution.

4. **Rejected** (0% of the grade)--When **five or more of the following** are true:
   a. Product: Your app features less user stories than those required.
   b. Product: Your app has flaws in its GUI design.
   c. Process: One process deliverable (sprint planning, review, or retrospective) was not submitted on time.
   d. Process: One process deliverable (sprint planning, review, or retrospective) was not successfully completed.
   e. Process: There was a lack of effective communication with the client.
   f. Process: There was a lack of effective communication among teammates.
   g. Process: There was a lack of planning and follow-ups (daily standups).
   h. Process: There was unbalanced distribution of work.
   i. Process: There was a lack of cooperation and conflict resolution.

Disclaimer #1: Teams are required to record teammates' contributions and to effectively communicate with their mentor TA. **Not communicating issues early may lead the team to be graded below "Outstanding."**

Disclaimer #2: This is a *very simple* rubric. The cornerstone is that you and your team *communicate* with your mentor TA. Be **proactive** when reaching out and showing your progress on the project!

Disclaimer #3: Your mentor TA and the instructional team will track each individual's progress and performance during the time of the project. Strikes may be delivered if a member's work is subpar, leading to a reduced individual grade. Members not contributing to their teams and projects will get a grade of zero (0) on the first project. Nonetheless, individuals previously struck may be able to recover and lift existing penalties if their work and progress improve notoriously **before** the first project ends.

Disclaimer #4: This project aligns with the course conduct policy of our syllabus. Students violating this policy during its process will get a zero (0) on their project's grade and will be reported to the Office of Student Integrity (OSI) for misconduct.

Disclaimer #5: Individual freeloaders and overachievers are discouraged. It is the team's responsibility to balance their work fairly and effectively. For each sprint, the team will meet in person, and each team member will be responsible for a certain number of user stories to develop. **No teammate is encouraged to complete others' user stories.** Please keep in mind that **the final exam will have each team member extend, individually, the project source.**

We may consider individual grades for project sprints for teams who effectively communicate their issues and demonstrate a clear intent to solve misunderstandings or subpar contributions.

To apply for and protect your individual sprint grade in the case of one or more of your teammates slacking off:

1. Communicate proactively and professionally via email or Teams with your mentor TA, requesting the issuing of a formal strike. Elaborate on your rationale and the reasons behind your request, and provide an explanation of what you have done and what they have been missing.

2. Two scenarios to consider from here:

    1. In the case that it is the first strike, your mentor and other members of our instructional team will help resolve the issue and follow up closely with your case. At this point, the sprint's grade will still be considered team-based, based on product and process. The first strike does not lead to a grade penalty.

    2. In the case of a second or further strike, penalties will be applied to individual students who are slacking in their contributions. The sprint's grade will be adjusted accordingly, based on individual contributions to the project's product and process. **That means someone who completes their personal user stories will be assessed solely on those stories, with no penalty from slacking teammates.**

Deliverables
1. An URL to your team website.
2. A zip file of your Django project.
3. A link to your GitHub repository (Do not make it public, but grant access to your mentor TA instead).
4. A public URL to your project's web application (it's not your team's website).

Team Website

We encourage your team to create a team website (**it is not your Django web application**) that showcases your submission: i.e., an online report. This is a chance for your team to highlight your hard work, creativity, and technical achievements. This team website is intended to help you all build your portfolios!

Objectives:
The team website should include:
1. **Team Presentation:** Introduce your team, detailing each member's name, role, and contributions.
2. *System's Description*! Elaborate on the web app your team designed and developed and describe how the different screens and features respond to the proposed user needs you selected.
3. **Process description:** Explain how your team followed Scrum and the design decisions behind your solution: principles, patterns, etc. Use diagrams as tools to communicate your rationale.
4. **Video Demonstration**: Include a demo video showcasing your web app and its features.

Disclaimer: Your team will use the team website to present each sprint your product and process. It is an open report that the instructional team will use to evaluate the course project outcomes.

Recommended Website Builders:
To create your team website, you may consider using one of the following builders for ease of use and professional results (keep in mind that you may also consider using other website builders, but try not to complicate yourselves):

- Wix
- Squarespace
- Weebly
- Google Sites
- Zyro
- GoDaddy Website Builder
- Jimdo
- Webflow

Deliverable Guidelines:

- The team website should be aesthetically pleasing, easy to navigate, and well-organized.
- Ensure the content is clear, concise, and free of grammatical errors.
- The video should be high-quality, with clear audio and visuals.

Context Description:

Early-career job seekers often face challenges finding roles that match their skills, interests, and location preferences. At the same time, recruiters struggle to identify and evaluate applicants who are a good fit for their openings, especially when managing large pools of candidates.

Your team has been asked to design and build a web application that bridges this gap. The platform should serve as a meeting point between young professionals searching for opportunities and recruiters looking for talent. It should support creating and managing professional profiles, posting and exploring job opportunities, and enabling recruiters to search, track, and engage with applicants.

Because location plays a key role in employment, the platform should also integrate map-based features to help job seekers visualize opportunities geographically and recruiters understand applicant distribution.

This project is intended to challenge you to think about multiple perspectives (considering Job seekers, Recruiters, and Administrators) while practicing core software engineering skills such as requirements analysis, system design, team collaboration, and web development.

User Stories:

1. As a Job Seeker, I want to create a profile with my headline, skills, education, work experience, and links so recruiters can learn about me.
2. As a Job Seeker, I want to search for jobs with filters (title, skills, location, salary range, remote/on-site, visa sponsorship) so I can find opportunities that match my needs.
3. As a Job Seeker, I want to apply to a job with one click and include a tailored note so my application feels personalized.
4. As a Job Seeker, I want to track the status of my applications (Applied → Review → Interview → Offer → Closed) so I know where I stand.
5. As a Job Seeker, I want to set privacy options on my profile so I control what recruiters can see.
6. As a Job Seeker, I want to receive recommendations for jobs based on my skills so I discover opportunities I might have missed.
7. As a Job Seeker, I want to view job postings on an interactive map so I can see which ones are near me.
8. As a Job Seeker, I want to filter jobs on the map by distance from my current location so I can prioritize nearby opportunities.

9. As a Job Seeker, I want to set a preferred commute radius (e.g., 10 miles) on the map so I only see jobs within a reasonable travel distance.
10. As a Recruiter, I want to post and edit job roles so candidates can apply to my openings.
11. As a Recruiter, I want to search for candidates by skills, location, and projects so I can find talent that fits my positions.
12. As a Recruiter, I want to organize applicants in a pipeline (e.g., a Kanban board) so I can easily manage hiring stages.
13. As a Recruiter, I want to message candidates inside the platform so I can contact them without the use of personal emails.
14. As a Recruiter, I want to email candidate through the platform so I can reach out to them through their personal emails.
15. As a Recruiter, I want to save a candidate search and get notified about new matches so I don't have to repeat the same queries.
16. As a Recruiter, I want to receive candidate recommendations for my job postings so I find qualified applicants faster.
17. As a Recruiter, I want to pin my job posting's office location on a map so candidates know exactly where the job is based.
18. As a Recruiter, I want to see clusters of applicants by location on a map so I understand where most candidates are coming from.
19. As an Administrator, I want to manage users and roles so the platform remains fair and safe.
20. As an Administrator, I want to moderate or remove job posts so the platform stays free of spam or abuse.
21. As an Administrator, I want to export data (CSV) for reporting purposes so stakeholders can analyze usage.