

Marking Guide

Part A – Project Plan and Software Design (worth 20% of total course mark)

There are 2 key components to this:

1. The Project Plan and Gantt Chart (40%)
2. The Software Design Document (60%)

Marked out of 100, then divide by 5 to get total mark. Unless otherwise specified, all group members should receive same mark.

The Project Plan and Gantt Chart (40 marks)

Introduction (5 marks)

Should contain an overview of the project (from a project management/component perspective) and mention the scope and outline of the project management document

WBS (10 marks)

Should be a breakdown of all the different activities involved in completing the project. For Part A this should contain all of the work involved including preparing the project plan and software design document, as well as all related preparatory/organisation work. For Part B this should include all of the required implementation, testing and reporting activities. This can be somewhat high level for Part B, but should still contain some reasonable assumptions. This should be presented as some form of diagram/hierarchy.

Activity Definition (10 marks)

For each item in the WBS, the item should be explained in detail and include a time estimate that is reasonable.

Gantt chart (15 marks)

All of the items in the Activity definition should be listed in the Gantt chart with the relevant estimates and scheduling. The students should have also tracked the actual start time and time taken.

Software Design Document (60 marks)

The software design document is the main project deliverable for part A.

System Vision Document (10 marks)

Should include a background on the dataset, software overview and potential benefits of the software.

Software Requirements (10 marks)

There are 2 types of requirements to consider:

- User Requirements: How a user will interact with the program. What do they need to do ?
- Software Requirements: What functionality will the software provide (think functional requirements)

Use Cases (10 marks)

These Use Cases should show the blending of user and software requirements by identifying use cases and how the user will interact with the product. Any diagramming format is acceptable, but the diagrams should clearly display the sequence of events and interactions between the user and the software. Expecting about ~5 use cases (1 for each of the functions). Could be a few extras.

Software Components and Software Design (15 marks)

Software Design: Flow chart / block diagram (5 marks)

Software Components: Functions, Classes/Data Structures, Algorithms (10 marks)

Interface Design (15 marks)

Wireframes/mock ups of the interface. Should have clearly labelled interface components. No hand drawing (must be digital design). Different screens/menus/options should have their own wireframes. No colour/graphics required – just position/size of components and component layout.