| Component | | Fail 0 – 39% | Pass 40 – 49% | Clear Pass 50-59% | Good Pass 60-69% | Excellent 70-79% | Outstanding 80%+ |
|--|-------|--|--|--|---|--|---|
| Project and Team | n Mai | nagement (20) | | , | , | | |
| Team effectiveness (evidenced via e.g. group agreements, | 5 | No evidence of group working agreement or meeting logs. | Evidence of agreed group working agreement Contemporaneous evidence of several stand- up meetings / scrums to discuss progress | As Pass, plus:- Evidence of at least one role rotation cycle. Evidence of skills reflection from team | As Clear Pass, plus: Evidence of semi-regular role rotation Contemporaneous evidence of regular, stand- | As Good Pass, plus: Team member skills reflection is monitored and updated as project progresses. | As Excellent, plus:- Regular (and clearly planned) role rotation |
| neeting logs) | | | between planning sessions across project. | members Evidence of regular participation from team, and equitable team involvement | up meetings / scrums to discuss progress between planning sessions. | Evidence of revisions to group working agreement as required. Professional team approach to workload and | Evidence of skills-sharing activities (e.g. Pair Programming) and monitoring their impact |
| | | | | | | effort | |
| Project management / SDLC effectiveness | 5 | No submitted documentation pertaining to: Sprint Planning, Logs, or Review Document lacks any detail surrounding | | As Pass, plus:- Planning documentation clearly identifies work items attempted and completed in a given period | is responsible for a given work item (and any contributors) | As Good Pass, plus:- Progress reviews meaningfully reflect on root cause of issues. | As Excellent, plus:- Use of appropriate time or complexity planning methods (e.g. Fibonacci estimates, planning poker) |
| (evidenced via, e.g. Sprint Planning & Review docs, copy Backlogs, if using | | timescales, work undertaken and progress against time. Documentation is reverse engineered (i.e. | against intended progress with limited reflection. | Evidence of regular progress reviews against intention, with some reflection. | Some evidence of refined planning accuracy over time. Clear carry-forward of incomplete actions; revising complexity estimation. | Evidence that review suggestions are carried through into future sprints | Clear refinement of planning as project progresses. Keying system that allows easy linking |
| Agile) | | work logs all completed at the end) | | Evidence of complexity estimation per item. | | | between work items and other sections of the report (e.g. requirements, designs, etc) |
| Individual group reflection | 10 | No meaningful attempt to describe contributions and assess their teammates. | Identifies contributions made along with some key details of each contribution. | Describes contributions made in detail; these align entirely with project documentation. | As Clear pass, plus: | As Good pass, plus: | As Excellent, plus: |
| (INDIVIDUALLY MARKED) | | No evidence of engagement in team-forming activities. | Basic contribution to team forming process; evidence of at least some discussions with potential teammates. | Evidence that your individual skillset was completed and shared with potential teammates. | Greater contribution to team forming process; e.g. evidence of structured discussions with teammates around skillset, agreements. | Further contribution to team forming process still; evidence of team(/member)-seeking activities documented in required formats (e.g. Team seeking "job adverts" on Canvas.) | |
| | | Significant discrepancies between individual claims and work items indicated in overall project documentation. | Process and annual section of the se | Reflects on teamworking issues, providing specific examples to justify observations | | Reflection on own weaknesses includes details of how both the team and the | identifying even minor failings along with critical reflection on how they may be |
| | | Marking another team member unacceptable without a clear justification attempt. | Minor discrepancies between individual claims and overall project documentation may be present. | Reflects on strengths / weaknesses with limited examples and / or justifications. Writing is relatively clear. | Writing style is clear and readable. | individual overcame the weaknesses. Writing style is persuasive and perceptive. | Writing style is refined. |
| Analysis (20) " | Basic | , Intermediate and Advanced" refer to the | e requirements categorised accordingly in | the coursework specification | | | |
| Functional and non-functional requirements / | 5 | Omitted for basic criteria or describing so little as to be meaningless. | Present for most basic criteria. Minimum list of functional requirements for | As Pass, plus: Describes all basic criteria. | As Clear pass, plus: Describes some intermediate criteria. | As Good Pass, plus: Describes all intermediate criteria | As Excellent, plus: Describes advanced criteria |
| Brief User Stories | | | the criteria, along with a brief description of what the requirement involves | Largely correct application of functional vs. non-functional. | Decomposition into User Stories that provide coverage of required criteria. | User stories are reconciled to avoid trivial and/or epic stories. | Quality is such that they are clear, highly accurate and unambiguous. |
| Use Cases and Descriptions | 10 | Omitted for basic criteria or describing so little as to be meaningless. | Present for most basic criteria. Cases mostly align with specified criteria, are | As Pass, plus: Describes all basic criteria. | As Clear pass, plus: Describes some intermediate criteria. | As Good Pass, plus: Describes all intermediate criteria | As Excellent, plus: Describes advanced criteria |
| | | Case descriptions presented bear no relation to specification or diagram. | described in a recognised format though may have some ambiguities. | Descriptions are clear, and align to both specified criteria and diagram. | Descriptions are accurate and relevant and capture all key system behaviour. Some minor omissions are acceptable at this level. | | Use Cases (and descriptions) show evidence of further rationalisation to minimise duplication and to correctly separate concerns. |
| Client Consultations / | 5 | No client consultations occurred; or no evidence was submitted in the report. | | More than one consultation occurred, of | As Clear Pass, plus: | As Good Pass, plus: Evidence of demonstrations at consultations | As Excellent, plus: |
| response to feedback | | | leader. Evidence of consultation records basic details (time/date/main topics) | which one may have required prompting by module leader. Submitted evidence records additionally further points of discussion. | At least three consultations occurred, organised by the group; aligned with either: -a stand-up / scrum meeting -a sprint review | and collection of client feedback. | fed into project lifecycle |

(continued across the page)

| Component | | Fail | Pass | Clear Pass | Good Pass | Excellent | Outstanding |
|--|--------|---|---|---|---|---|--|
| • | | 0 – 39% | 40 – 49% | 50-59% | 60-69% | 70-79% | 80%+ |
| Design (20) | 1 | | | | | | |
| Data Design (Class Diagram) | 10 | Omitted for basic criteria or describing so little as to be meaningless. | Evidence of textual analysis across | As Pass, plus: Describes all basic criteria. | As Clear pass, plus: Describes some intermediate criteria. | As Good Pass, plus: Describes all intermediate criteria | As Excellent, plus: Describes advanced criteria |
| | | Clearly reverse-engineered (i.e. derived from the code) | Captures key data types (and key | data and behaviour. | Consideration is given to how data-carrying types relate to (rest of) system. | significant work towards SOLID - e.g. separating concerns into modular | Evidence of outstanding design practice – compliant with SOLID principles. |
| | | | encapsulated data) required to fulfil the problem specification | Demonstrated use of design techniques to derive relationships (e.g. CRC cards) and these are indicated on the diagram in some form. | Correct use of UML relationship or cardinality notation; consistent with implementation relationships. Only very minor errors accepted. | components; application of some MVC principles. | |
| Basic UI Designs / Storyboarding | 5 | Omitted for basic criteria or describing so little as to be meaningless. | | As Pass, plus: Describes all basic criteria. | As Clear pass, plus: Describes some intermediate criteria. | As Good Pass, plus: Describes all intermediate criteria | As Excellent, plus: |
| | | Clearly reverse-engineered (i.e. after the event) designs. No transitional information (between | Conveys some transitional information to | Conveys much transitional information, such that it is possible to follow UI navigation workflow. | Conveys placement / placement-sensitive information. | Discusses any non-obvious placements and/or complex features (e.g. calculated layouts). | Describes advanced criteria |
| | | "screens"); | requirements. | | | | |
| Behaviour Design (Sequence Diagrams or | | Omitted for basic criteria or describing so little as to be meaningless. | Present for most basic criteria. Acceptable notation usage; though some | As Pass, plus: Describes all basic criteria. | As Clear pass, plus: Describes some intermediate criteria. | As Good Pass, plus: Describes all intermediate criteria | As Excellent, plus: Describes advanced criteria |
| Diagrams or Activity Diagrams) | | Notation so poor as to be unrecognisable as an example of either diagram type. | | May have faults in notation, though it is still possible to discern purpose of branches (activity) or communication (sequence) if not the precise conditions required. | Notation may have minor faults, but should convey most conditions (activity) / interactions (sequence) / requisite details. | Notation may have minor errors but must capture relevant details precisely. | Evidence of exceptional engagement – use of advanced notation to capture complex behavioural criteria. |
| | | | It is possible to align the logic with the relevant use case(s). | Logic entirely consistent with that in use case. | | | |
| Implementation (20 | 0) | | . , | , | | | |
| Source Code – functional implementation | 15 | Software does not fulfil the majority of basic features. | Software meets most basic criteria set out in the specification | Software meets all basic criteria set out in the specification. | As Clear Pass, plus: Software meets some intermediate requirements | As Good Pass, plus: Software meets all intermediate requirements. | As Excellent, plus: Software meets Advanced requirements. |
| Implementation | | Code is either not present, does not compile, or does not meaningfully contribute towards feature set. | Code is largely clearly written, though some elements may be difficult to understand. | Code standard is largely reasonable, though there may be very few areas of confusion. | Code standard is clear and readable. | Code is aligned to clear standard guidelines. | Commenting adheres to industry standards, with a clear bias towards reuse and maintenance. |
| | | Comments are unhelpful to the reader. | verbose or too sparse. | descriptive and concise. | modularity) | practice (e.g. separation of concerns, modularity). | Evidence of excellent code-level design practice (e.g. SOLID) |
| Appropriate usage of a source control repository | | All code is not presented via an accessible SCM, or access details omitted / incorrect. Project or repository naming convention not | All required code is presented in a private SCM, named as specified, accessible to the team and module leader. | SCM shows evidence of multiple group member participation with some commit commenting. | | As Good Pass, with SCM commit comments giving meaningful description of change set. | As Excellent, with SCM commenting adhering to a clear team standard. |
| Evaluation, Testing | and Pr | as specified | | | | | |
| | | No evidence of any meaningful attempt to | Basic User Acceptance Testing that can be | Comprehensive UAT aligned with specified | As Clear Pass, along with: | As Good Pass, plus: | As Excellent, also:- |
| unit testing, and/or UAT | | test the software. | aligned with the specified requirements | requirements, detailing fixes where required. Unit testing, if present, is limited. | Evidence of planned unit testing of I+components with consideration of boundary and exceptional conditions (with results) | Unit testing suite comprising multiple tests across components. Evidence of unit test maintenance as required | Evidence of TDD, including requisite designs and component interfaces. |
| Evidence of profiling | | No meaningful attempt at performance measurement or reflection on measurement. | stopwatch, currentTimeMillis) with clear indication of method(s) measured. | Basic measure of performance using a profiler (e.g. VisualVM / Netbeans) with relevant interpretation of time used. | Evidence of profiler usage along with some interpretation — progress towards identification of root cause. | As good pass with: -accurate identification of root causes of performance issues -reflection on approaches taken. | As Excellent, with one or more of: -Reflection on alternative approaches and performance implications -Exploration of memory usage |
| Client Demonstration (INDIVIDUALLY MARKED) | 5 | No show / no contribution / no meaningful attempt to describe any of the project elements in pass criteriaOR Significant failing in timekeeping | | As Pass, with: Presentation runs to time Clearly evidenced contributions Straightforward presentation style Answers address significant aspects of posed questions | As Clear Pass, with: Reflection on difficulties faced Clear, prepared presentation style Persuasive and accurate answers to Qs | As Good Pass, plus: Evidenced discussion of personal gains / difficulties overcome Confident, refined presentation style Sophisticated question answering | As Excellent, with: Confident, thoughtful and astute answers to questions posed. |