DBMS-2006: Final Project

Your task is to create a database on a topic of your choice. Please note that your database cannot look like the examples used in either Database course, nor any other database used as a teaching aid within Red River College. To see the examples used in DBMS-2006 you can go to Learnà content à Lecture Modules à Course ERD and Setup.  
You can have a lot of fun and experiment with this assignment.

# How Your Project Will be Marked

**Each feature implemented is worth a percentage of your project mark (see student checklist spreadsheet).**

Certain features are categorized into levels of difficulty, worth 2%, 4%, or 6% per feature. These features can be easily identified by being in the same colour. The colour of the group does not matter, it only indicates the items are part of a group. Only select **one** item from a colour group.

**E.g. Only complete ONE of the items within a colour group.**

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| --- | --- |
| **2.6.1** | **Database consists of a minimum of 3 tables** *(worth 2%)* |
| **2.6.2** | **Database consists of more than 3 tables but less than 5** *(worth 4%)* |
| **2.6.3** | **Database consists of more than 5 tables** *(worth 6%)* |

**Failing to implement a feature marked with a star ✯ will result in a 3% mark deduction.**

Keep track of your project progress using the **Student Checklist** found in Learn à Final Project**.** It’s recommended that you make a copy/download a copy of this spreadsheet.

Use the spreadsheet to see possible features that you can implement. Note the mandatory items as denoted with the star in column H on the spreadsheet.

**You should strive to complete at least one feature every day so that you are not swamped with work by the end of the term. ￼**

# When Projects Will be Marked

**Your project mark will be based *only* on marks you receive during in-class marking.**

In Class marking process:

1. You will demonstrate your project’s features to your instructor. It is your responsibility to come prepared to a marking session with a list of the features you wish to have marked. **You must include testing scripts to show the functionality of the item.** There will be no time during the interview for creating code.
2. For each feature demonstrated, your instructor will determine if that feature will be marked as completed or not.

For a feature to be considered complete, you must have spent sufficient time and effort on its implementation. When in doubt, check with your instructor.

1. You will have a maximum of 3 opportunities to be marked and improve your grade *(one per milestone as shown below)*

With this marking process you are accumulating marks throughout the process, or in video game terms you are leveling up your mark. After any of the in-class marking sessions, you will know your current project mark.

# The List of Possible Features

The three project milestones are:

|  |
| --- |
| Milestone 1 -The Proposal –  See link to Project Proposal template in student checklist spreadsheet.  Hand in to drop box by date specified by Instructor |
| Milestone 2 - 50 marks worth of work evaluated by date specified by Instructor |
| Milestone 3 - any additional marks earned by date specified by Instructor |

**Each milestone scheduled marking that you miss will result in a 10% penalty.**