



Computer Science 312

Capstone Project

Assignment 2

Team Number	_____	TOTAL MARKS / 50					
STUDENT NO.	STUDENT NAME	Student's contribution					
NOTE TO MARKER: CIRCLE ONE PER LINE		Mark	Excellent	Good	OK	Poor	Very poor
(HCI 1)	Three conceptual models (3) Reasons why a specific conceptual model was chosen. (1)	4	4	3	2	1	0
(2)	(i) Story board model and feedback (2) (ii) Cards & post-its model and feedback (2)	4	4	3	2	1	0
(3)	Sketch of application's main screen (2) "Where am I?" Explain choices. (1) "What's here?" Explain choices. (1) "Where can I go?" Explain choices (1) Is choice a <u>usability</u> or <u>user experience</u> consideration? (2) Explain.	7	7	5	3	1	0
(4)	Experience map (2) New interaction issues. (1) How to address them? (1)	4	4	3	2	1	0
(5)	How does your app relate to the Maker Movement? (2) What is the role of SDKs in this regard? (2)	4	4	3	2	1	0
(6)	Assuming AgileUX, what goes into Cycle 0? (2) Prioritise the requirements. (2) Sketch 4 cycles, e.g. Cycle 0 and Cycles 1-3. (2)	6	6	4	3	2	0
(7)	Mockup of landing page (horizontal) (4)	4	4	3	2	1	0
(8)	Identify patterns for parts of your app. (2) Go vertical on a critical path, and identify the pattern. (5)	7	7	5	3	1	0
(DB 1)	You'll be marked on the following: (i) Identify all entities and important attributes involved in this system (4) (ii) Formulate the business rules using the entities (6) Prepare the below for feedback (only marked next week): Draw up an ERD in Crow's foot notation using the entities and business rules you identified in the previous assignment. (Not marked this week)	10	10	8	6	2	0
TOTAL		50					