

Project 2 Rubric (30% of final grade)

Presentation & Demo in Class (60%)

- Presentation (30%)
 - Problem Statement, Software Development Process, Frontend/Backend technologies described
 - Architecture/Interface Diagrams/Explanation
 - Testing technologies
 - Distribution of team effort described
 - Communication Skills
 - Time limit
- Demo (30%)
 - End-to-end working (landing, frontend, backend)
 - Authentication/Security
 - Sufficient Functionality
 - UI and UX

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Report Submission (30%)

- Introduction/Background
- Motivation, Project Scope, Project Management
- Software Technologies
- Project Lifecycle
- Requirements (Functional and Non-Functional)
- Design - Architecture and low-level level diagrams
- Testing - Test Strategy, test cases and outcomes
- UI

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Code (10%)

- Readme With Clear Instructions to run the code
- Full Set of Working Code
- Mandatory Technologies Used

Note: *Bonus points will again be awarded for extra efforts (Innovative topic, deployment to Cloud, interesting UI, extra efforts put in adding multiple interesting software features, great explanation of SE phases in report, wonderful presentation skills, etc, etc....)*