

OOP and Design Patterns (CSCI 375)
Student Showcase (Final Project) Rubric

1. Project Title:

ROWDY'S BLOCK CODE

2. Team Members:

3. Judge's Initials:

J.W.W.

Grading Rubric:

Instructions:

1. There are 9 technical requirements to grade the project and the team presentation.
2. For each requirement, use 0.0 - 5.0 scale in the Score column (0 is Fail/F and 5 is Excellent/A+).
3. Use the *Notes* section to jot down any observations that may help in grading and justification.

Team and Technical Project Requirement	Score
1. Use of fundamental OOP concepts, e.g.: Inheritance, Abstraction, Attributes, Getters, Setters, Methods, Modularity, Overloading, etc. Notes:	4 /5
2. Use of at least 3 Design Patterns -- presentation clearly stated and briefly explain design patterns use. Common design patterns are Iterator, Decorator, Observer, Strategy, Command, State, Singleton, Adapter, Façade, Flyweight, Abstract Factory, Composite, Template, MVC, etc. Notes:	4 /5
3. Unit testing for correctness – automatically generates test data using hypothesis, usage of mocking/patching, provides code coverage and Python type check (mypy) reports, etc. Notes:	5 /5
4. Documentation – clear, easy to follow documentation, UML diagrams are complete, and notations are correct; explanation of objects interaction are clear and complete.	5 /5

Notes:	
5. Software management – good usage of management, communication and tracking tools e.g., Gant chart, Kanban board, GitHub, Clickup, Discord, Slack, etc.	4 /5
Notes:	
6. Teamwork – clear division of labor and progress tracking; helping each other, etc.	4 /5
Notes:	
7. Project requirements and execution -- clearly stated functional and technical requirements, project adequately challenging for sophomore-junior students; project demo was clear and concise, etc.	3 /5
Notes:	
8. Team presentation -- all members participated in presentation, used the visual and oral presentation techniques and tools to engage audience, etc.	5 /5
Notes:	
9. BONUS: Above and beyond – Team went beyond the above list 1-8 e.g., great User Interface, use of Database, real-world application, client delight and interaction, etc.	2 /5
Notes:	N E A T I D E A
Total Score	34 /40 +2

36

OOP and Design Patterns (CSCI 375)
Student Showcase (Final Project) Rubric

1. Project Title: Rowdy's Block Code

2. Team Members: Primeau, Plantilla

3. Judge's Initials: JP

Grading Rubric:

Instructions:

1. There are 9 technical requirements to grade the project and the team presentation.
2. For each requirement, use 0.0 - 5.0 scale in the Score column (0 is Fail/F and 5 is Excellent/A+).
3. Use the Notes section to jot down any observations that may help in grading and justification.

Team and Technical Project Requirement	Score
1. Use of fundamental OOP concepts, e.g.: Inheritance, Abstraction, <u>Attributes</u> , Getters, Setters, Methods, Modularity, Overloading, etc. Notes:	3 / 5
2. Use of at least 3 Design Patterns -- presentation clearly stated and briefly explain design patterns use. Common design patterns are Iterator, <u>Decorator</u> , <u>Observer</u> , Strategy, Command, <u>State</u> , Singleton, Adapter, Façade, Flyweight, Abstract Factory, Composite, Template, MVC, etc. Notes:	5 / 5
3. Unit testing for correctness – automatically generates test data using <u>hypothesis</u> , usage of <u>mocking</u> /patching, provides <u>code coverage</u> and Python type check (<u>mypy</u>) <u>reports</u> , etc. Notes: Coverage Reports	4 / 5
4. Documentation – clear, easy to follow documentation, <u>UML</u> diagrams are complete, and notations are correct; explanation of objects interaction are clear and complete.	4 / 5

Notes:	
5. Software management – good usage of management, communication and tracking tools e.g., Gant chart, Kanban board, GitHub, Clickup, Discord, Slack, etc.	3/5
Notes: Docs	
6. Teamwork – clear division of labor and progress tracking; helping each other, etc.	4/5
Notes:	
7. Project requirements and execution -- clearly stated functional and technical requirements, project adequately challenging for sophomore-junior students; project demo was clear and concise, etc.	5/5
Notes:	
8. Team presentation -- all members participated in presentation, used the visual and oral presentation techniques and tools to engage audience, etc.	4/5
Notes:	
9. BONUS: Above and beyond – Team went beyond the above list 1-8 e.g., great User Interface, use of Database, real-world application, client delight and interaction, etc.	4/5
Notes: Level Editor + Image Customizer Maze Solver	
Total Score	36/40

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