

# Project X: Presentation Checklist

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## 1 Abstract

Congratulations! You're nearing your first software deliverable, and success is yours to lose. **Complete and turn in this packet by labs end for an easy 4 points.**

**Team Captain:**  
**Team Code Name:**  
**Project Code Name:**

## 2 Presentation

Use this checklist to make sure you're prepared!

- [ ] **Running** Project is in a runnable state.
- [ ] **General Grading** You have met (or will have met) the custom grading criteria.
- [ ] **Specific Grading** You have met (or will have met) the custom grading criteria.
- [ ] **Presentation** You've prepared a 10-15 minute presentation and demo of your system, delivered by your captain. This should be **prepared and professional**. Slides are optional, though a visual aid other than your application is highly recommended.
- [ ] **Equipment** Test connecting your machine(s) to the projector system. Both VGA and DVI projector connections will be provided.
- [ ] **Submission** *All* of your project materials must be submitted via a Dropbox folder. (See Blackboard for instructions.) I will pull your materials for final grading no later than Friday.
- [ ] **Practice** While your captain will be leading your presentation, I *may* ask questions to other members. Practice the fluidity and timing of your presentation and make sure *everyone* is prepared.

2.1 Document team contributions.

Fill in the following table with the contributions of each team member.

Table 1: Team member information.

Number	Name	Previous Course	Contributions
(e.g.)	Alice Anderson	CST 100 (Java)	(Several sentences, please.)
#1			
#2			
#3			
#4			
#5			

### 3 Retrospective

What were the biggest **technological challenges** your team faced? What will you do differently next time?

What were the biggest **communication challenges** your team faced? What will you do differently next time?

What were the biggest **timing challenges** your team faced? What will you do differently next time?

Did team members all make the same levels of contributions? Why? Is this a good thing or a bad thing... or both?

Did the project develop as you initially expected? Why?

Would a Waterfall or Iterative development methodology have worked better on your project? Why?

## 4 Final Project Grade

### 4.1 General Requirements

Summary of general requirements provided for convenience. (See assignment document for full criteria.)

1. Timeliness
2. Abstraction
3. Input
4. Output]
5. Exception Handling
6. Code Documentation
7. Automated Test Cases

### 4.2 Custom Criteria

In the space below, please restate your approved custom grading criteria.

#1

#2

#3

#4

#5

#6

## 5 Instructor Feedback

(Do not write in this section.)