

Poster & Demo Session Rubric	
<ul style="list-style-type: none"> • (25%) Introduction & Problem Statement. 	<ul style="list-style-type: none"> ○ Provided a need or otherwise motivate the project.
<ul style="list-style-type: none"> • (25%) High level system view. 	<ul style="list-style-type: none"> ○ Provided a video or some other demonstration of what they want to build. ○ Describe input, output and behavior ○ Provide high level architecture identifying major subsystems.
<ul style="list-style-type: none"> • (25%) Subsystem view – For each important subsystem identified above 	<ul style="list-style-type: none"> ○ You can decide what's important. For example, a component that just holds a sprite array might not be important but a component which reads buttons from the NES controller might be ○ Describe input, output and behavior. ○ Show unit testing (testbench, oscilloscope, or video demo).
<ul style="list-style-type: none"> • (25%) Summary 	<ul style="list-style-type: none"> ○ Lessons learned ○ Any unmet requirements and what you think the issues are ○ What I would have done differently ○ Ways project could be extended or applied