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| **Poster & Demo Session Rubric** | |
| * (25%) Introduction & Problem Statement. | * + Provided a need or otherwise motivate the project. |
| * (25%) High level system view. | * + 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. |
| * (25%) Subsystem view – For each important subsystem identified above | * + 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). |
| * (25%) Summary | * + 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 |