1. **Group Self-assessment**

# Self-Assessment Sheet

**Student Team:**

**Student Name : ID:**

**Student Name : ID:**

**Student Name : ID:**

**Student Name : ID:**

**Student Name ID**

**Student Name ID**

Marks mapping:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **80-100**  **Exceptional** | **70-79**  **Excellent Very good** | **60-69**  **Good** | **50-59**  **Satisfactory** | **40-49**  **Fail** | **0-39**  **Fail** |
| **A** | **B** | **C** | **D** | **E** | **F** |

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | A | B | C | D | E | F | Comments |
| **The 5 Ps**  **Problem: 5 marks**   * a short description * a brief evaluation of the commercial risk * a rich picture   **Process: 8 marks**   * discussion of the software system methodology   **Project: 4 marks**   * goal of the system, a list of resources, and a breakdown of the budget * suitability of any tools used   **Product : 5 marks**   * artefacts * A list of functional and non- functional requirements   **People: 2 marks**  prime movers in the software project |  |  |  |  |  |  |  |

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| **Deliverables for PHASE 1**   * **ERD** * **Context diagram -6 marks** |  |  |  |  |  |  |  |
| UML Design  **Use Case Diagram -9 marks**  **Design Class diagrams -9 marks**  **Sequence diagrams - 9 marks** |  |  |  |  |  |  |  |



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| **Use of patterns – 8 marks** |  |  |  |  |  |  |  |
| **System prototype**   * **How much the design produced is reflected into the code -10 marks** * Quality of product -10 marks |  |  |  |  |  |  |  |
| Acceptance Testing -10 marks (includes how well the app is presented and the ability to answer technical questions) |  |  |  |  |  |  |  |
| Accurate Self- Assessment + Accurate Peer- Assessment -5 marks |  |  |  |  |  |  |  |
| Possible AO? |  |  |  |  |  |  |  |