

| | A | B | C |
|----|---|--------------|--------------------|
| 1 | CS 2212 Team Assignment 1 - Marking Scheme | | |
| 2 | TEAM NUMBER: | Worth | Team's Mark |
| 3 | GENERAL LAYOUT, Organization, Following Instructions (out of 2 marks) | | |
| 4 | ##### | 2 | 2 |
| 5 | Spelling / grammar throughout the report (deduct up to 2 marks for poor spelling or grammar) | 2 | 2 |
| 6 | Subtotal: | 4 | 4 |
| 7 | PERSONNEL PROFILE (out of 2 marks) | | |
| 8 | ~Well Done: All members have 5 sentence or less profile ---> give 2 marks ~Satisfactory: Spelling grammar mistakes, more than 5 sentences for each member OR one of the members missing profile---> give 1 mark ~Poor: Missed this section ---> give 0 marks | 2 | 2 |
| 9 | Subtotal: | 2 | 2 |
| 10 | UML CLASS DIAGRAM (starting at 12 marks; deduct 1 mark for any of the following errors, i.e. put -1 in column C) | 12 | 12 |
| 11 | Any class missing that is clearly required, for example: e.g. Student | 0 | 0 |
| 12 | Any class that seems clearly not required or inappropriate | 0 | 0 |
| 13 | Any attribute missing that is clearly required, for example: e.g. Student Number | 0 | 0 |
| 14 | Any hierarchy or generalization that seems inappropriate | 0 | 0 |
| 15 | Any method/attribute that seems inappropriate. | 0 | 0 |
| 16 | Any incorrect or unclear multiplicity | 0 | 0 |
| 17 | Any missing/incorrect association (e.g. Representing an association as a linked list instead of as 1 ---- * association at this early domain level of class diagram) | 0 | 0 |
| 18 | Class diagram is unclearly drawn, hand drawn and/or incorrectly drawn (e.g. used ovals for class, etc) | 0 | 0 |
| 19 | Subtotal: | 12 | 12 |
| 20 | USER STORIES (starting at 12 marks; for each category, deduct up to 2 marks as noted) | 12 | 12 |
| 21 | Added appropriate stories (-0.5 per missing story up to a max. of -2) | 0 | 0 |
| 22 | Used correct format for stories, e.g. "User creates student"t OR "As a User, I should be able to create a student" -- NOT "Create student" (-0.5 per infraction up to a max. of -2) | 0 | 0 |
| 23 | Stories follow INVEST (e.g. not too big, not too small, valuable to the user, estimable, etc.) (-0.5 per infraction up to a max. of -2) | 0 | 0 |
| 24 | Set the story points for each story (-0.5 per infraction up to a max. of -2) | 0 | 0 |
| 25 | ##### | 0 | 0 |
| 26 | Assigned most stories to an epic (some stories might not have epics) (-0.5 per infraction up to a max. of -2) | 0 | 0 |
| 27 | Subtotal: | 12 | 12 |
| 28 | PROJECT PLAN (1 mark for each of the following items. To get the mark, the section/tasks/people must be clear and easy to understand/read) | | |
| 29 | Listed the tasks to complete milestone 1 | 1 | 1 |
| 30 | Listed the tasks required to complete milestone 2 | 1 | 1 |
| 31 | Indicated the milestones correctly (correct date and diamond symbol) | 1 | 1 |
| 32 | Indicated who will perform each task | 1 | 1 |
| 33 | Indicated % completed for each task | 1 | 1 |
| 34 | Subtotal: | 5 | 5 |
| 35 | | | |
| 36 | TOTAL: | 35 | 35 |
| 37 | AS A PERCENTAGE: | | 100% |
| 38 | OUT OF 7 (worth 7% of student's final mark for CS 2212): | | 7.00 |
| 39 | good job | | |

| | |
|----|--|
| | D |
| 1 | |
| 2 | Teaching Assistant Comments (if further explanation is required) |
| 3 | |
| 4 | |
| 5 | |
| 6 | |
| 7 | |
| 8 | |
| 9 | |
| 10 | |
| 11 | |
| 12 | |
| 13 | |
| 14 | |
| 15 | |
| 16 | |
| 17 | |
| 18 | |
| 19 | |
| 20 | |
| 21 | |
| 22 | |
| 23 | |
| 24 | |
| 25 | |
| 26 | |
| 27 | |
| 28 | |
| 29 | |
| 30 | |
| 31 | |
| 32 | |
| 33 | |
| 34 | |
| 35 | |
| 36 | |
| 37 | |
| 38 | |
| 39 | |