

# COMP 303

Winter 2025

## Milestone 3

Week of April 3-8

### Introduction

During the week of April 3-8, you and your group will attend a 20 minute meeting with a TA (and possibly other students) to present the final demo of your project. In this document, we explain what you are expected to accomplish before the demo, what will happen during the demo, and how you will be graded. This milestone will be worth 4% of your grade.

### Before the demo

For the demo, you should have most, if not all, of the key functionality of your project implemented, and you will have successfully pushed and tested it on the remote project server.

### During the demo

The demo will last for fifteen minutes, with a further five minutes for questions. During the demo, you will present the following:

- a live run-through on the remote project server of how a user may enter your space and experience the various functionalities that you have implemented.
- your final class diagram, including all classes you have defined and the relationships between them, and annotations for the design patterns.
- a brief discussion of where you have used each design pattern and why.

Each team member should equally share the speaking time.

### Grading criteria

Grading will be done per individual team member. The following criteria will be used to calculate each person's grade.

- the extent to which the demo showed the actions that a user may take in the team's space on the remote server, and whether there were any bugs during the demo.
- the correctness of the class diagram presented.
- the correctness of the use and implementation of the four design patterns presented.
- the degree to which the principles of good software design have been followed (see the final milestone document for more information).
- the adherence to the proposed timeline; whether all or most key functionality has been implemented.

- the extent to which the team member was able to understand and satisfactorily answer the TA's questions.

Besides the above factors, penalties will apply to a person's grade in the following situations:

- if there is a severe bug in the code that prevents part of the demo from continuing.
- if a team member's substantive contributions to the project between the check-in meeting and final demo, based on their Git contributions, were minimal or none.
- if a team member spoke for much less time during the demo than the other team members and/or did not answer any questions.
- if the requested changes listed in the TA's review of the proposal were not incorporated.
- if a team member is absent from the demo (unless they can provide documented evidence of illness or other unexpected event, in which case they should contact me by making a private post on Ed or through email as soon as possible).

## Scheduling the demo

In the week leading up to this milestone, we will provide you with a list of timeslots. You will agree with your group on a particular timeslot and reserve it. Make sure to select a timeslot for which all team members are available.

## Bonus points

Demos will be structured in hour-long blocks, with three teams each presenting one after the other. You are required to stay for the full hour. However, you may also attend a separate hour. If you do so, and pay attention and ask at least one thoughtful question during the second hour, you will obtain a bonus of 0.5% (added to your final grade, but capped at the 30% project grade). You can only receive the bonus one time. Attending for more than a second hour will not award any bonus points.

## Special recognition

During the final lecture, on Thursday, April 10, the best projects as rated by TAs/Mentors will be announced. We will have the following categories:

- Best use of design patterns
- Best visual appearance
- Best unit tests
- Most interactive project
- Best multiplayer project
- Best demo presentation

More categories may be added at our discretion. Note that there is no bonus or extra grade for being recognized. It is only to recognize the strong efforts of teams.