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<p>5. Software management – good usage of management, communication and tracking tools e.g., <u>Gant</u> chart, Kanban board, <u>GitHub</u> Project, Clickup, Discord, Slack, etc.</p> <p>Notes:</p>	4 /5
<p>6. Teamwork – clear division of labor and progress tracking; helping each other, etc.</p> <p>Notes:</p>	4 /5
<p>7. Project requirements and execution -- clearly stated functional and technical requirements, project adequately challenging for sophomore-junior students; project demo was clear and concise, etc.</p> <p>Notes:</p>	5 /5
<p>8. Team presentation -- all members participated in presentation, used the visual and oral presentation techniques and tools to engage audience, etc.</p> <p>Notes:</p>	5 /5
<p>9. Use 4+1 Views to explain the project to the audience.</p> <p>Notes:</p>	4 /5
<p>10. BONUS: Above and beyond – Team went beyond the above list e.g., great User Interface, use of Database, real-world application, client delight and interaction, CI/CD, deployment, etc.</p> <p>Notes:</p>	/10
<p>Total Score</p> <p>Note: Max score can be 50 due to 10 BONUS points.</p>	35 /45