

Notes:	
<p>5. <b>Software management</b> – good usage of management, communication and tracking tools e.g., Gant chart, Kanban board, GitHub Project, Clickup, Discord, Slack, etc.</p> <p>Notes:</p>	5/5
<p>6. <b>Teamwork</b> – clear division of labor and progress tracking; helping each other, etc.</p> <p>Notes:</p>	5/5
<p>7. <b>Project requirements and execution</b> -- 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. <b>Team presentation</b> -- all members participated in presentation, used the visual and oral presentation techniques and tools to engage audience, etc.</p> <p>Notes:</p>	4/5
<p>9. Use 4+1 Views to explain the project to the audience.</p> <p>Notes:</p>	5/5
<p>10. <b>BONUS: Above and beyond</b> – 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>	0/10
<p><b>Total Score</b></p> <p>Note: Max score can be 50 due to 10 BONUS points.</p>	42/45