

## **CS411 Final Project Deliverables and Grading**

The team project represents 20% of your final grade. The grade is for the project...each team member receives the same grade. The project grade will be a combination of the in-class presentation and the project's documentation. I'm interested in how the teams applied the process that we studied in class. Here's what I will be looking at as I evaluate each project.

### **Team Deliverables**

#### ***Documentation***

The main deliverable is a ZIP file that contains a copy of the team's solutions to the project assignments. You can find the original assignments on Blackboard in the Content / Assignments tab. If your team used git to store project documentation, you may also submit a readable link to your repository. In both cases, have one member of the project team email either the ZIP or the link to me by midnight on May 4th.

I am looking primarily for consistency and traceability. For example, one assignment was to provide class and domain analysis for the project, and you would've created class diagrams, flow diagrams, and a set of use cases. It's quite possible that as you worked on the project, you discovered that your initial assumptions weren't correct or that the design needed to be modified. There should be a path from the design documents, through the database and test documents, to the final version of the project.

You might have discovered that an initial use case needed to be changed. There should be a revision of that use case that describes what changed and why. If those changes required a modification to the way the use case is tested, there should be a note in the test documentation reflecting the change.

The goal is to have the documentation not only reflect the as-built version of the software, but also contain a revision history that tells the story of how the software changed.

In terms of completeness, it is understood that none of the assignments required a fully complete set of documentation. In many cases you were asked to complete an assignment for just a primary use case. Just be sure that your documents meet the scope of each assignment.

I encourage each team to provide any additional artifacts from the project such as team meeting minutes, plans for a next version, structure of your source repository, configuration documents, and so on. You're telling the story of the project, so include anything that you feel is relevant.

#### ***In-class presentation***

Each team will get about ten minutes to demonstrate their completed project, similar to what we did earlier in the course for the prototypes. The floor will be open for questions, and you should be prepared to discuss coding and design issues. One thing that I won't be grading on is the user interface and graphical design. As I've mentioned a few times in class, UI design is fairly specialized and the course is about process and software design, not about making things pretty. That being said, if you have the time and talent, feel free to make your app production-ready.

## **Individual deliverables**

### ***Peer reviews***

Each team member must complete a peer review form, which should be submitted by the final day of class. The form is your opportunity to rate your team members on their participation and contribution, and will NOT be shared among the class. I will use them to evaluate how well the team worked together and to come up with a peer review grade for each individual (which is worth 10% of your overall grade).

The form is available on Blackboard under the Assignments tab.