CS5722: Software Architecture <u>Guidance</u> on Marking Scheme for Team-Based Project: Semester 2, 2020-2021

(Version 1 14/02/2022)

Name 1:	ID1:
Name 2:	ID2:
Name 3:	ID3:
Name 4:	ID4:

	Item	em Detailed Description		arks	Marks
				cated	Awarded
1.0	D (()	G 1B	Sub-	Total	
1-2	Presentation	 General Presentation Adherence to guidelines i.e front cover sheet, blank marking scheme, table of contents 		2	
3	Requirements	 Narrative, Use Case diagram, and SAMPLE Use Case Description Discussion on NFRs and tactics 	3	4	
4	Discussion on Architectural and Design Patterns	 The Interceptor architectural pattern. BRIEF discussion of 5 design patterns from CS4227 	2 2 4	8	
		Discussion on two additional patterns	4		
5	System Architecture			3	
6	Structural and Behavioural Diagram	 Class Diagram with package iconography Interaction diagram for key use case 	3	4	
7	Code	 Full Integrated with weekly commits Compiles and rus Matches/Supports/Realises diagrams Interceptor pattern correctly implemented. 5 Design Patterns from CS4227 correctly implemented 2 additional enterprise/architecture Patterns 	P/F P/F P/F 2 3 7 6	18	
8	Source Control	Visualisations that illustrate weekly commits	P/F		
9	Added Value	Two examples, 3 marks each.		6	
10	Testing	AutomatedAnalysis of results	1 1	2	
11	Issues	Satisfactorily documented. No marks awarded.			
12	Evaluation / Critique	Is it the case that the patterns selected supported relevant architectural use cases? If not, why not? Any alternatives?		2	
13	References			1	
14	Tables	To illustrate contribution of each team member	P/F		
	Interview	Competent code inspectionWorking demo	P/F		
		SUB-TOTAL (A)		50	

PENALTIES						
	Description	S1	S2	S3	S4	
1	Late Submission					
2 Failure to contribute to coding effort						
3	Failure to contribute to writing of report					
4 Failure to report problems with team dynamics						
5	Failure to contribute to demo week 13					
	Sub-total (B)			•		

		FINAL MARKS AWARDED			
	Student1	Student2	Student 3	Student 4	
(A-B)					