**Grading critera, the essence, from critera published 29th of April**

**Material to be judged:**

* The finished application
* The development process (how we implemented roles, the scrum, GRASP, TDD etc)
* The produced artefacts (user stories, test cases etc)

**30% grade – ”final acceptance test by a customer”**

* Initial vision
  + How “good” it was
  + That we kept to the initial vision
* User stories
  + How “good” they were
  + How well they capture the vision
  + How they were realized in the application
  + Any non-functional requirements expressed as user stories “will be taken into account when determining ‘goodness’”
* General qualities
  + Performance
  + Usability
  + Stability
  + Makes sense for the domain

**10% grade – ”design decisions”**

* Design elements - UI, classes, packages, external dependencies (libraries, services (Google API)))
  + Well motivated by user stories
  + Well motivated by application needs

**15% grade – ”development and code quality”**

* High quality code
  + Uses object-oriented design patterns; GRASP, DRY etc
    - Grader will check size of classes
  + Commented code
    - Grader will check amount of comments
  + Refactored code
  + Continuous update and use of Github repository
  + etc

**15% grade – ”documentation and testing”**

* Documentation
  + Major design decision (external dependencies etc)
  + Tests for user stories
    - Through: user stories, source code, other artefacts

**30% grade – ”development process”**

* Post-mortem report
  + Individually
  + Max 5 pages
  + Specifics on [More information](https://github.com/morganericsson/DAT255/wiki/Post-Mortem-Report)