

## Grading Scheme

| ASSIGNMENTS   | WEEKS | GRADE                 |
|---|-------|-----------------------|
| <b>(1) Team Canvas &amp; kick-off challenge research</b><br>Objectives: <ul style="list-style-type: none"> <li>Kick-off your work as a team. Align the team vision, manage course expectations, align previous experiences, and roles in your team.</li> <li>Research the challenge problem.</li> <li>Learn hands-on intercultural and international collaboration skills.</li> <li>Learn how to work effectively in remote teams.</li> <li>Increase your employability in a modern, global, digital work environment.</li> </ul> | 1     | 5%<br>(50 points)     |
| <b>(2) Problem Statement</b><br>Objectives: <ul style="list-style-type: none"> <li>Research the challenge problem.</li> <li>Write a concise statement of your understanding of the problem.</li> <li>The problem statement is a feedback to the challenge giver and shows the understanding of the challenge.</li> <li>The problem statement is the starting point of ideation.</li> </ul>  | 2     | 2%<br>(20 points)     |
| <b>(3) Ideation</b><br>Objectives: <ul style="list-style-type: none"> <li>Develop an innovative contribution to the proposed challenge.</li> <li>Agree in your team what to work on.</li> <li>Learn about innovation processes and entrepreneurial thinking.</li> <li>Increase your employability in a modern, global, digital work environment.</li> </ul>   | 3     | 8%<br>(80 points)     |
| <b>(4) Sprint 1</b><br>Objectives: <ul style="list-style-type: none"> <li>Work on your idea.</li> <li>Demonstrate scenarios for your idea.</li> <li>Learn how to prototype using digital technologies.</li> </ul> Learn processes and agile organizational skills used in digital projects.   | 5 & 6 | 10%<br>(100 points)   |
| <b>(5) Business Model Canvas</b><br>Objectives: <ul style="list-style-type: none"> <li>"Light-weight" proof of business case of your idea.</li> </ul>   | 4-7   | 10%<br>(100 points)   |
| <b>(6) Sprint 2</b><br>Objectives: <ul style="list-style-type: none"> <li>Refine your idea.</li> <li>Test your idea and collect feedback.</li> <li>Learn how to prototype using digital technologies.</li> <li>Learn processes and agile organizational skills used in digital projects.</li> </ul>   | 7 & 8 | 10%<br>(100 points)   |
| <b>(7) Final Presentation</b><br>Objectives: <ul style="list-style-type: none"> <li>Present your challenge contribution to the challenge givers.</li> <li>Make effective presentations and pitches.</li> <li>Increase your employability in a modern, global, digital work environment.</li> </ul>  | 9     | 20%<br>(200 points)   |
| <b>(8) Final Report &amp; Prototype</b><br>Objective: <ul style="list-style-type: none"> <li>Provide a valuable output for the given challenge.</li> </ul>  | 9     | 20%<br>(200 points)   |
| <b>INDIVIDUAL QUIZ:</b> 5 quizzes about the videos' content (15 questions each, 2 points per question)  | 0-9   | 15%<br>(150 points)   |
| <b>TOTAL</b>  |       | 100%<br>(1000 points) |
| <b>BONUS:</b> Individual bonus points for outstanding contribution/participation  | 0-9   | 5% (50 points)        |

| Final Grade Cutoffs (German grades and American letter grades in parenthesis) |     |          |     |          |     |          |     |         |      |
|---|-----|----------|-----|----------|-----|----------|-----|---------|------|
| 1,0 (A)   | 93% | 1,7 (B+) | 87% | 2,7 (C+) | 77% | 3,7 (D+) | 67% | 5,0 (F) | <60% |
|   |     | 2,0 (B)  | 83% | 3,0 (C)  | 73% |          |     |         |      |
| 1,3 (A-)  | 90% | 2,3 (B-) | 80% | 3,3 (C-) | 70% | 4,0 (D)  | 60% |         |      |

## Grading Assessment TEAM 21

### Assignment 1: Grade 5%: max. 50 points

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| <b>Github Repository created, all team members have access</b> | no repository<br><i>0 points</i>                                      | repository created and max. 2 team members have access<br><i>6 points</i>       | repository created and all but one team member have access<br><i>8 points</i>                          | repository created and all team members have access<br><i>10 points</i>   |
| <b>Team Canvas &amp; Team name</b>                             | no team canvas in wiki<br><i>0 points</i>                             | team canvas in wiki, poorly filled out<br><i>6 points</i>                       | team canvas in wiki, team alignment and kick-off well documented<br><i>8 points</i>                    | team canvas in wiki, team alignment and kick-off very well documented<br><i>10 points</i>   |
| <b>Research</b>  | no research page in wiki<br><i>0 points</i>                           | incomplete research page in wiki<br><i>6 points</i>                             | good research, well documented<br><i>8 points</i>  | great and informative research page in wiki, very well suited to present your research to the challenge sponsor<br><i>10 points</i> |
| <b>Interviews with stakeholders</b>                            | no interviews with stakeholders documented<br><i>0 points</i>         | no meaningful interviews documented<br><i>6 points</i>                          | well done<br><i>8 points</i>   | great insights from interviews with stakeholders<br><i>10 points</i>  |
| <b>Open Questions</b>  | no open questions section on research page in wiki<br><i>0 points</i> | few (almost trivial) open questions on research page in wiki<br><i>6 points</i> | good open questions, well suited to get more information from the challenge sponsor<br><i>8 points</i> | excellent<br><i>10 points</i>   |

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| <b>Total Points</b> | 48  |
| <b>Comments</b>     | Excellent start. Very well documented research. Team Canvas could be further developed, as it is too generic now. Especially on "people and roles" naming the team members, their profiles and roles on this project. |

### Assignment 2: Grade 2%: max. 20 points

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| <b>Research the problem</b> | no new research found<br><i>0 points</i> | research documented<br><i>6 points</i> | the problem was well researched<br><i>8 points</i> | Your wiki page shows excellent research in the problem domain. You were able to identify key sources and structure the information that you have obtained very well.<br><i>10 points</i> |
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| <b>Problem statement</b> | no problem statement<br>0 points | problem statement is available<br>6 points | Your problem statement is understandable and documents your insight.<br>8 points | Excellent problem statement<br>10 points |
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| <b>Total Points</b> | 18  |
| <b>Comments</b>     | Problem statement has been updated, which is great. To further improve it, you must ask yourselves what are the real pain point(s) behind this problem? And you need to take into account the ski enthusiasts perspectives. What are their pain points that the German Ski Association in its position could offer a solution for? The problem statement should focus on the target audience and present the real problem (= the pain point(s)). Furthermore, a problem statement should not include the solution or indications of it. |

### Assignment 3: Grade 8%: max. 80 points

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| <b>Empathy map</b>            | no empathy map<br>0 points                       | an empathy map is available<br>6 points                                   | Your empathy map shows a good picture of your stakeholders' gain and pain points.<br>8 points            | Excellent visualization of your challenge opportunities.<br>10 points        |
| <b>Ideation</b>               | ideation not documented<br>0 points              | ideation was documented<br>6 points                                       | well done<br>8 points  | great, the ideation process is very well documented<br>10 points             |
| <b>Storyboard</b>             | no storyboard<br>0 points                        | A storyboard is available in your wiki.<br>6 points                       | Your storyboard shows a good scenario benefiting from your idea.<br>8 points                             | excellent<br>10 points   |
| <b>Feedback to storyboard</b> | no feedback to storyboard documented<br>0 points | You have documented feedback collected using your storyboard.<br>6 points | You have collected feedback for your storyboard and you have refined your storyboard.<br>8 points        | excellent<br>10 points   |
| <b>Press Release</b>          | no press release<br>0 points                     | An imaginary press release is available.<br>12 points                     | Your imaginary press release is well written using the guidelines provided in the workshop.<br>16 points | excellent<br>20 points   |
| <b>FAQs</b>                   | no FAQs<br>0 points                              | Your wiki shows a short list of FAQs.<br>12 points                        | good list of FAQs<br>16 points   | comprehensive list of FAQs, all relevant questions are answered<br>20 points |

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| <b>Total Points</b> | 58  |
| <b>Comments</b>     | <p>Good work. But it was not possible to understand your ideation process and how did you evolve from the first version of the storyboard to the final version as you did not document any feedback from ski enthusiasts. Something as simple as sharing it with family and friends (that fit the criteria) for an initial feedback would have been Ok.</p> <p>Your storyboard is clear, however it does not describe the customer journey through your application. It pictures 2 skiers talking in person about it and not the user journey from having the problem to solving the problem through the app. How are friendships fostered on the app?</p> <p>On your FAQ you focus on functionalities, but it lacks addressing the benefits and value proposition: Why should the ski enthusiasts join at all? What do they get from it?</p> |

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|  | <p>Is there a possibility of creating a fictional championship among amateur skiers?</p> <p>On the questions regarding the German Ski Federation you did not address the participation of their sponsors, how can these benefit from the app? Ads? Sponsor prizes to the players? Can there be a e.g. "Audi Championship" that the app players can join with their teams?</p> <p>What about clubs, which the federation mentioned are losing members and they don't have contact to them. Could there be an amateur liga with fun-games/challenges for them on the app rather than the profis?</p> |
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#### Assignment 4: Grade 10%: max. 100 points

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| <b>Digital Prototype</b>                       | none<br>0 points   | barely working<br>12 points                                       | good release<br>16 points   | excellent,<br>prototype works smoothly<br>20 points   |
| <b>Key Features</b>                            | none<br>0 points   | incomplete<br>6 points  | almost complete<br>8 points   | working very well<br>10 points  |
| <b>Look and Feel</b>                           | no prototype or very poor user interface<br>0 points         | difficult to understand<br>6 points                               | well done<br>8 points   | very well done<br>10 points   |
| <b>Wording and communication with the user</b> | hard to understand<br>0 points                               | not very professional<br>6 points                                 | easy to follow and to understand, good user experience<br>8 points                                      | consistent and clear wording, great user experience<br>10 points  |
| <b>Purpose of digital prototype</b>            | unclear<br>0 points  | difficult to see the benefit of the digital prototype<br>6 points | good use of prototyping. You have communicated the idea of the challenge contribution well.<br>8 points | you are making excellent use of digital prototyping. You use it very well to bring your ideas across.<br>10 points                |
| <b>Team work &amp; workflow</b>                | hard to tell from issues, project board and wiki<br>0 points | incomplete<br>6 points  | all team members are involved<br>8 points   | great team work, the entire team is involved, workload seems well balanced, involvement plays to individual strength<br>10 points |
| <b>Documentation in GitHub Issues</b>          | none identified<br>0 points                                  | incomplete or unclear<br>6 points                                 | issues are documented<br>8 points   | very thorough and concise documentation<br>10 points  |
| <b>Wiki page</b>                               | none<br>0 points   | incomplete or unclear<br>12 points                                | good for showing to the challenge giver<br>16 points  | clear, easy to understand, relevant<br>20 points  |

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| <b>Total Points</b> | 86 (out of 100)  |
| <b>Comments</b>     | <p>The prototype in sprint 1 is well developed for sprint 1. It is relatively easy to follow, the goal and value proposition are clear and the look and feel is very well done for sprint 1. Overall, Well done!</p> <p>Next step is to get as much feedback as possible, please reach out to any person you have access to in your personal networks that the profile of end-</p> |

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|  | <p>user, but also the profile of another stakeholder you might have identified through your business model canvas.</p> <p>You wiki page is very well structured and of good quality for a final release.</p> <p>You use the GitHubs issues and the Kanban board to manage your team's work, but it seems mostly only one team member is active managing it. It is key for virtual teams that team members are aligned in their to-dos and track the issues. Your team work does not seem balanced. Address your workload and organize yourselves to effectively collaborate in the next 3 weeks. Please pay attention to the grading scheme of the next assignments.</p> <p>P.s. Please note that the quizzes can be answered by December 8<sup>th</sup>. Each quiz is 30 points (3%). Hence, 15% (150 points) from your final individual grading comes from the quizzes. You have 3 attempts per quiz to reach maximum points.</p> |
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### Assignment 5: Grade 10%: max. 100 points

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| <b>Business Model Canvas</b>  | no business model canvas found in wiki<br><i>0 points</i> | business model canvas is incomplete<br><i>6 points</i> | business model canvas gives a good overview of the business case of our team's idea<br><i>8 points</i> | all sections are complete, clear, concise, and relevant, it demonstrates a good understanding of the business case<br><i>10 points</i> |
| <b>Customer Segments</b>      | none identified<br><i>0 points</i>                        | incomplete or unclear<br><i>6 points</i>               | customer segments are identified<br><i>8 points</i>  | customer segments are identified and relevant<br><i>10 points</i>  |
| <b>Value Proposition</b>      | none identified<br><i>0 points</i>                        | incomplete or unclear<br><i>6 points</i>               | identified and relevant<br><i>8 points</i>   | identified, relevant and concise<br><i>10 points</i>   |
| <b>Channels</b>               | none identified<br><i>0 points</i>                        | incomplete or unclear<br><i>6 points</i>               | identified and relevant<br><i>8 points</i>   | identified, relevant and concise<br><i>10 points</i>   |
| <b>Customer Relationships</b> | none identified<br><i>0 points</i>                        | incomplete or unclear<br><i>6 points</i>               | identified and relevant<br><i>8 points</i>   | identified, relevant and concise<br><i>10 points</i>   |
| <b>Revenue Streams</b>        | none identified<br><i>0 points</i>                        | incomplete or unclear<br><i>6 points</i>               | identified and relevant<br><i>8 points</i>   | identified, relevant and concise<br><i>10 points</i>   |
| <b>Key Resources</b>          | none identified<br><i>0 points</i>                        | incomplete or unclear<br><i>6 points</i>               | identified and relevant<br><i>8 points</i>   | identified, relevant and concise<br><i>10 points</i>   |
| <b>Key Activities</b>         | none identified<br><i>0 points</i>                        | incomplete or unclear<br><i>6 points</i>               | identified and relevant<br><i>8 points</i>   | identified, relevant and concise<br><i>10 points</i>   |
| <b>Key Partnerships</b>       | none identified<br><i>0 points</i>                        | incomplete or unclear<br><i>6 points</i>               | identified and relevant<br><i>8 points</i>   | identified, relevant and concise<br><i>10 points</i>   |

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| <b>Cost Structure</b> | none identified<br><i>0 points</i> | incomplete or unclear<br><i>6 points</i> | identified and relevant<br><i>8 points</i> | identified, relevant and concise<br><i>10 points</i> |
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| <b>Total Points</b> | 100 (out of 100)  |
| <b>Comments</b>     | <p>The business model presents a very good business case for your solution. You opted to position yourselves as a startup and the business case presented adequate structure, context and all items were relevant and concise. For the final deliverable, you can still make changes and further detail it, but implement some comments you might receive at the presentation to DSV. But leaving as is will already give you maximum points, so you can also focus your effort on the presentation and GitHub repository.</p> <p>P.S. Please note that the quizzes can be answered by December 8<sup>th</sup>. Each quiz is 30 points (3%). Hence, 15% (150 points) from your final individual grading comes from the quizzes. You have 3 attempts per quiz to reach maximum points.</p> |

### Assignment 6: Grade 10%: max. 100 points

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|---|---|---|--|---|
| <b>Digital Prototype</b>                  | none<br><i>0 points</i>   | barely working<br><i>12 points</i>  | good release<br><i>16 points</i>   | excellent, works well<br><i>20 points</i>   |
| <b>Testing your prototype</b>             | not documented<br><i>0 points</i>                                   | simple testing<br><i>6 points</i>   | good effort in testing and gathering feedback<br><i>8 points</i>   | great testing, great documentation<br><i>10 points</i>  |
| <b>More Features</b>                      | none<br><i>0 points</i>   | very little<br><i>6 points</i>  | a few<br><i>8 points</i>   | significant improvement compared to sprint 1<br><i>10 points</i>  |
| <b>Look and Feel</b>                      | no prototype or very poor user interface<br><i>0 points</i>         | difficult to understand<br><i>6 points</i>                                    | easy to follow and to understand<br><i>8 points</i>  | attractive, easy to follow and to understand<br><i>10 points</i>  |
| <b>Documentation of usability testing</b> | none<br><i>0 points</i>   | little information available, unclear, difficult to follow<br><i>6 points</i> | good test cases<br><i>8 points</i>   | great test cases, testing reflects well the open questions your team has regarding the value of your challenge contribution<br><i>10 points</i> |
| <b>Purpose of digital prototype</b>       | unclear<br><i>0 points</i>  | difficult to see the benefit of the digital prototype<br><i>6 points</i>      | Good use of prototyping. You have communicated the idea of the challenge contribution well.<br><i>8 points</i> | you are making excellent use of digital prototyping; you use it very well to bring your ideas across.<br><i>10 points</i>                       |
| <b>Team work &amp; workflow</b>           | hard to tell from issues, project board and wiki<br><i>0 points</i> | incomplete<br><i>6 points</i>   | all team members are involved according to their strengths<br><i>8 points</i>                                  | great teamwork, the entire team is involved, the workload   |



|                                |                            |                                   |   |   |
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|                                |                            |                                   |   | seems well balanced<br>10 points  |
| Documentation in Github Issues | non identified<br>0 points | incomplete or unclear<br>6 points | issues are documented, clear and understandable<br>8 points | very thorough and great documentation<br>10 points  |
| Wiki page                      | none<br>0 points           | poor<br>6 points                  | good for showing to the challenge giver<br>8 points         | insightful, complete, clear, relevant, and adequate to show to the challenge sponsor<br>10 points |

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| <b>Total Points</b> | 84 (out of 100)   |
| <b>Comments</b>     | <p>Your documentation is adequate, but the prototype of sprint 2 has too few improvements and iterations. The design was a key aspect on user feedback, but there is no clear improvements on the prototype in this regard, attempting to improve design and/or user experience.</p> <p>For the final deliverable, you could still try to improve the design. But, most important, you can improve overall the GitHub repository, the wiki could have a more clear structure gruppung the pages into categories. Your prototype on the GitHub could be better presented with screenshots besides providing the link to the figma. Make sure you provide the link to the player (<a href="#">▶ Prototype (figma.com)</a>) rather than linking the “mindmap view” of the app frames.</p> <p>P.S. Please note that the quizzes can be answered by December 8<sup>th</sup>. Each quiz is 30 points (3%). Hence, 15% (150 points) from your final individual grading comes from the quizzes. You have 3 attempts per quiz to reach maximum points.</p> |

### Final Deliverables | Presentation: Grade 20%: max. 200 points

|   |                  |   |  |   |
|---|------------------|---|--|---|
| One Minute pitch                                      | none<br>0 points | room for improvement<br>12 points                                   | convincing, interesting, clear, the idea is conveyed<br>16 points                | clear, concise, convincing, sparks curiosity<br>20 points   |
| 15-Minute presentation                                | none<br>0 points | lacks clarity and structure<br>12 points                            | structured, well laid out, relevant information is presented<br>16 points        | clear, concise, insightful, inviting further discussion<br>20 points                                    |
| Storyboard  | none<br>0 points | room for improvement, incomplete, unclear<br>12 points              | convincing, easy to follow<br>16 points  | your storyboard is easy to follow, clearly demonstrates it use for communicating your idea<br>20 points |
| Business Model Canvas                                 | none<br>0 points | no clear business case<br>12 points                                 | evidence of insight and discussion, some information may be missing<br>16 points | solid and convincing business case, no obvious information is missing<br>20 points                      |
| use of Digital Prototype to present your contribution | none<br>0 points | barely working, demonstration has room for improvement<br>12 points | good release, successful communication of your idea<br>16 points                 | works very well and demonstrates your idea very well<br>20 points                                       |

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| <b>Challenge Contribution</b>                                       | none<br>0 points     | lacks relevance, no clear link with the challenge proposed<br>12 points         | interesting and relevant, useful to the purpose<br>16 points          | relevant, innovative, clear, actionable<br>20 points   |
| <b>Reflection on GXC international virtual innovation challenge</b> | none<br>0 points     | little evidence of reflection and learning<br>12 points                         | includes some relevant reflections and learning<br>16 points          | solid evidence of reflection and learning from teamwork, challenge, and course<br>20 points                      |
| <b>Teamwork during the presentation</b>                             | none<br>0 points     | little evidence of clear organization, roles are not well occupied<br>12 points | organization can be seen, roles are defined and occupied<br>16 points | organized with clearly defined and consistently occupied roles, playing to the individuals strength<br>20 points |
| <b>Storytelling</b>   | no story<br>0 points | little evidence of storytelling<br>12 points                                    | evidence of storytelling<br>16 points                                 | clear and effective storytelling<br>20 points  |
| <b>Evaluation at the instructor's discretion</b>                    | failed<br>0 points   | passed<br>12 points   | good<br>16 points   | excellent<br>20 points   |

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| <b>Total Points</b> | 196 (out of 200)  |
| <b>Comments</b>     | Great team work.<br>It is just a shame you didn't demonstrate the prototype during the presentation. Screenshots on the slides might be convenient, but misses the opportunity to effectively demonstrate the app, which is the main reason why prototyping through a digital tool rather than sketches is important. |

### Final Deliverables | Reporting: Grade 20%: max. 200 points

|  |                  |   |   |   |
|--|------------------|---|---|---|
| <b>GitHub Repository - Wiki</b>  | none<br>0 points | room for improvement<br>12 points   | information is documented, structure can be improved<br>16 points | great structure, all relevant information is documented<br>20 points                      |
| <b>GitHub Repository – Readme: starting page of your repository</b>              | none<br>0 points | room for improvement<br>12 points   | good introduction to your repository<br>16 points                 | professional, relevant starting page of your repository<br>20 points                      |
| <b>GitHub Repository – GitHub Pages: abstract of your challenge contribution</b> | none<br>0 points | room for improvement<br>12 points   | information is documented<br>16 points                            | professional, relevant abstract of your challenge contribution<br>20 points               |
| <b>Problem Statement</b>   | none<br>0 points | incomplete or unclear<br>12 points  | clear but may have potential for misunderstandings<br>16 points   | concisely described, easy to understand<br>20 points                                      |
| <b>Challenge contribution</b>  | none<br>0 points | existing but incomplete<br>12 points  | concise overview of your challenge contribution<br>16 points      | conveys the challenge contribution effectively, is convincing and attractive<br>20 points |
| <b>Business Model Canvas</b>   | none<br>0 points | unclear business case, hard to read, barely useful in the final report<br>12 points | good use to convey the business case<br>16 points                 | the business case is convincingly communicated<br>20 points                               |



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| <b>Digital Prototype and instructions on how to use it</b> | none<br><i>0 points</i>   | barely working or hard to use, unclear documentation<br><i>24 points</i> | works well, usable by challenge givers and others<br><i>32 points</i>            | very well suited to demonstrate challenge contribution, great instructions<br><i>40 points</i>                              |
| <b>Report: clarity of Communication</b>                    | none<br><i>0 points</i>   | lacks clarity<br><i>12 points</i>  | clarity, information is presented clearly and understandably<br><i>16 points</i> | excellent communication, your final report presents your results in a concise and understandable manner<br><i>20 points</i> |
| <b>Evaluation at the instructor's discretion</b>           | failed<br><i>0 points</i> | passed<br><i>12 points</i>   | good<br><i>16 points</i>   | excellent<br><i>20 points</i>   |

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| <b>Total Points</b> | 188 (out of 200)   |
| <b>Comments</b>     | <p>The team improved early deliverables and delivered a well-structured, concise and relevant final reporting, making good use of the Read.me, wiki and GitHub pages to communicate.</p> <p>The problem statement takes into account the perspective of the course / original challenge from the challenge giver. However, based on the problem research and interviews with winter sports enthusiasts their perspective should be taken into account – hence the problem statement has potential for misunderstandings.</p> <p>The prototype is adequate, but since sprint 1 it could have been further developed to better demonstrate the potential of the solution proposed, with more functionalities and frames.</p> <p>We acknowledge your effort at the final mile to improve and congratulate you for the final output.</p> |

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| <b>TOTAL TEAM POINTS</b> | <b>778 TOTAL POINTS (from 850 awarded)</b> |
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**Please note these assignments account for 85% of your individual grade. The remaining 15% comes from the individual quizzes. The transcript of records will be available at the end of HM's winter semester (Early March 2021).**