

	A	B	C
1	CS 2212 Team Assignment 3 - Marking Scheme		
2	TEAM NUMBER:	Worth	Team's Mark
3	GENERAL LAYOUT, Organization, Following Instructions (out of 4 marks)		
4	~Well Done: Organized, Neat Title Page, Alphabetical Order, Filename correctly called teamN-asn2.pdf and placed in the deliverables directory in the project repo ---> give 2 marks ~Satisfactory: Missed one of the above ---> give 1 mark ~Poor: Missed more than one of the above ---> give 0 marks	2	
5	Spelling / grammar throughout the report (deduct up to 2 marks for poor spelling or grammar)	2	
6	Subtotal:	4	0
7	UML CLASS DIAGRAM (out of 2 marks)		
8	Clearly indicated changes from previous class diagram (different colour, bold, etc.)	1	
9	Revisions seem complete and reasonable (it is OK to have GUI classes and other helper classes in the diagram if it seems clear they have thought about why they are needed; GUI classes do not need to have any attributes or methods listed)	1	
10	Subtotal:	2	0
11	REVISED USER STORIES (out of 2 marks)		
12	Updated tracker to reflect stories completed to date	1	
13	Provided a list of stories completed for assignment 3	1	
14	If any stories were missing or otherwise incorrect (e.g. too small/large) on assignment 2, updated their user stories accordingly. Deduct 1 mark for each story missing up to a maximum of 2 marks.	0	
15	Subtotal:	2	0
16	ACCEPTANCE TESTS (out of 10 marks)		
17	All test cases are well-organized, easy to read, clearly ordered, and refer to the correct specification in the project specification.	3	
18	Deduct 0.5 marks for each test case missed for each of the following requirements:		
19	User creates course	2.5	
20	User edits student	4.5	
21	Subtotal:	10	0
22	CONTINUOUS INTEGRATION SERVER (out of 9 marks)		
23	Server is online	2	
24	Created ta account and provided password in the PDF	1	
25	When changes are pushed to GitHub, server automatically:		
26	Checks out the project code	1	
27	Builds the project code	1	
28	Runs all unit tests (give 0 marks here if the build is failing; it's OK to have a failing test or two, but give 0 marks here if the team excluded ANY non-GUI classes from the unit tests)	2	
29	Generates a JaCoCo coverage report (give 0 marks here if the build is failing, or if the team excluded ANY non-GUI classes from the coverage report)	2	
30	Subtotal:	9	0
31	PROJECT PLAN (out of 3 marks)	3	
32	Well done = 3 marks; average = 2 marks; poorly done = 1 mark; not done = 0 marks	0	
33	Subtotal:	3	0
34	PROTOTYPE (out of 30 marks) (clone the repository and checkout the asn3 tag; give 0 marks for this section if the code does not immediately compile upon checking out with <code>git clone</code> and then running <code>mvn package</code> IN THE ROOT OF THE REPOSITORY; also give 0 marks if there is evidence that students retagged their submission with the <code>asn3</code> tag after the deadline)		
35	<code>pom.xml</code> and <code>src</code> directory located in root of repository	1	
36	Project compiles with <code>mvn package</code>	3	
37	<code>mvn package</code> generates one of the following files: <code>teamN-gradebook-1.0-SNAPSHOT.jar</code> <code>teamN-gradebook-1.0-SNAPSHOT-jar-with-dependencies.jar</code>	1	

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38	JAR file is executable with <code>java -jar</code>	1	
39	66% of user stories implemented. Thoroughly test each user story submitted for this assignment. Start with 3 marks for each story. Deduct 0.5 - 2 marks for each user story with bugs/problems (indicate to the team which story failed and for which test case it failed)	18	
40	All user stories show evidence of data persistence, where applicable.	6	
41	Deduct up to 3 marks for having a messy repository (e.g. .class files checked in to the repository), or any other problems with the repository.		
42	Subtotal:	30	0
43			
44	TOTAL:	60	0
45	AS A PERCENTAGE:		0%
46	OUT OF 7 (worth 7% of student's final mark for CS 2212):		0.00