

Marking Criteria (CRA): Electronic Asset Trading Platform

For marks to be awarded against any category, the criterion needs to be demonstrated both:

- In the associated deliverable (report, source code, running software)
- In the associated demonstration video

Marks will not be awarded for any item not explicitly demonstrated.

If some part of the project remains unimplemented, groups can still be awarded marks for the design of those components. For example, a group can receive marks for designing an appropriate network protocol even if the group did not manage to implement the design.

Group marks (50%)

Milestone #1 Demonstration (5%)		
Check	Marks	Criterion
<input type="checkbox"/>	1.5	The requirements document covers a substantial fraction of the client's requirements
<input type="checkbox"/>	1.5	The detailed design addresses many of the identified requirements, with some classes explicitly documented
<input type="checkbox"/>	1	Plan for next 2 weeks is substantial, but also realistic and achievable
<input type="checkbox"/>	1	Plan for next 2 weeks includes what each group member will be doing
Feedback:		

Milestone #2 Demonstration (5%)		
Check	Marks	Criterion
<input type="checkbox"/>	1.5	The requirements document is largely complete and most of the client's requirements are documented
<input type="checkbox"/>	1.5	The detailed design has several classes documented, some UI designs, plus some early work on describing the database schema or network protocols
<input type="checkbox"/>	2	Plan for the rest of the assignment includes what each group member will be doing to cover the remaining requirements
Feedback:		

Requirements (5%)		
Check	Marks	Criterion
<input type="checkbox"/>	3	Client requirements are comprehensively covered
<input type="checkbox"/>	2	Client requirements are accurately prioritised (e.g. must have, should have, nice to have)
Feedback:		

Detailed Design (10%)		
Check	Marks	Criterion
<input type="checkbox"/>	3	Public classes are comprehensively documented, and they appear sufficient to meet majority of client requirements
<input type="checkbox"/>	1.5	Interactions (method calls, parameter passing) between classes are documented
<input type="checkbox"/>	1.5	Design and dataflow of GUI forms are comprehensively described
<input type="checkbox"/>	2	An appropriate network protocol for the project is comprehensively described (sufficient information to create an alternate client/server)
<input type="checkbox"/>	2	An appropriate database schema for the project is comprehensively documented (sufficient information to recreate)
Feedback:		

Unit Testing (10%)		
Check	Marks	Criterion
<input type="checkbox"/>	4	Black box unit tests are present and cover normal cases and boundary cases
<input type="checkbox"/>	1	Black box unit tests are present and cover exceptional cases
<input type="checkbox"/>	3	Glass box unit tests are present and achieve total code coverage over the code that can be reasonably unit tested
<input type="checkbox"/>	2	Mock objects are used to replace real resources (e.g. database, network connection) for the purposes of unit testing
Feedback:		

Implementation (10%)		
Check	Marks	Criterion
<input type="checkbox"/>	4	Demonstrated software is working and covers all the client's must-have requirements
<input type="checkbox"/>	2	Demonstrated software is working and covers all the client's should-have requirements
<input type="checkbox"/>	1	Demonstrated software is working and covers all the client's nice-to-have requirements
<input type="checkbox"/>	2	Code quality is good, without need for refactoring
<input type="checkbox"/>	1	Code is appropriately commented (referring to inline comments, not JavaDoc-style as these are marked within the detailed design)
Feedback:		

Integration (5%)		
Check	Marks	Criterion
<input type="checkbox"/>	2	Build scripts that build the software and run unit tests are demonstrated
<input type="checkbox"/>	3	A continuous integration pipeline that builds the software and runs unit tests is demonstrated.
Feedback:		

Individual marks (10%)

Individual contributions (5%)		
<u>Check</u>	<u>Marks</u>	<u>Criterion</u>
<input type="checkbox"/>	1	Individual demonstrates that they contributed a fair portion of the work that went into the detailed design.
<input type="checkbox"/>	1	Individual demonstrates that they contributed a fair portion of the work on developing unit tests.
<input type="checkbox"/>	1	Individual demonstrates that they contributed a fair portion of the work on implementing the code.
<input type="checkbox"/>	2	Individual demonstrates that they have a comprehensive understanding of the entire project.
Feedback:		

Source Control (5%)		
<u>Check</u>	<u>Marks</u>	<u>Criterion</u>
<input type="checkbox"/>	2	Individual demonstrates that they have plenty of commits in the project Git log.
<input type="checkbox"/>	2	Individual demonstrates that they have written useful commit messages.
<input type="checkbox"/>	1	Individual demonstrates that they have been contributing to the repository throughout the duration of the project.
Feedback:		