***Collaborative Design-Marking Sheet***

BabakThu2Team3

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| --- | --- | --- |
| Heading | Breakdown (%) | Mark |
| Introduction | 0(marked in part G)) |  |
| Design of GUI | 25 | 16 |
| Storyboards | 26 | 11 |
| Design Patterns | 26 | 18 |
| Conclusions & Summary | 10 | 7 |
| References | 3 | 2 |
| Presentation Style | 10 | 6 |

60%

The introduction needs to focus on the aspects highlighted for the meeting scheduler for the task.

You have mentioned calendar picker and list box as your chosen HCI patterns. These are good choices and you have shown their use. More time/slides should have been allocated on GUI issues.

You have missed marks for storyboards as you have misunderstood the concept of telling a story of usage except for the slide showing create a meeting (slide 12). Navigation diagram and interface structure diagram (i.e., slides 9-12) are not asked for in the assignment. You have also missed focusing on concurrency, conflicts in finding rooms and equipment issues.

You are not really providing a story to tell. Instead, you illustrate the different screen. The story should be more focused on the aspects highlighted, e.g., there is a concurrency issue with rooming as two initiator try to book the same room/equipment. Need to see a story of usage of the system considering the aspects of concurrency and conflict resolution. You may have used animations for telling your story.

Your choices of design pattern are good, and you have made reasonable attempt at relating them to the meeting scheduler. The class diagrams could have shown more depth of understanding of the patterns and again you have missed the focusing aspects that were highlighted in the assignment.

Summary/conclusion is very basic. You do not seem to have used many references and you have not cited them on the slides. Peer marking equal marks.