

COMP221 Object Oriented Technologies

Peer Assessment Form for Group Project



澳門理工大學

Universidade Politécnica de Macau

Macao Polytechnic University

Project Title :	Online Turn-based Game		
Class Session :	COMP221-222(B)	Group ID :	01
Student Info.	Member 1	Member 2	Member 3
Student ID	P2010556	P2010562	P2010411
Student Name	Polo Liu	Veronica Chen	Grant Jing
Contribution (%)			
1. Project Design, Idea and Requirement Definition	120	100	80
2. System Design	120	100	80
3. Graphics Design	100	100	100
4. Implementation	120	100	80
5. Documentation	100	100	100
Signature	<i>Polo</i>	<i>Veronica</i>	<i>Grant</i>

Directions and Notes:

Honestly evaluate the work of each member in your group.

Put the percentage of how much effort/responsibility of a member spent/took to each item.

Put N/A to the field if it is not applicable to your group.

The total percentage of each item should be (100% x number of members).

The marks of each item are calculated with (Marks of the Item x Contribution)

The final individual marks will be the summation of the result of the above calculation, adjusted with the result of the presentation.

Final individual marks over 100 will be truncated to 100.

Example 1: Filling the contribution of each member (total percentage = 300%).

Contribution (%)	Member 1	Member 2	Member 3
1. Project Design, Idea and Requirement Definition	120	80	100
2. System Design	100	80	120
3. Graphics Design	60	100	140
4. Implementation	100	140	60
5. Documentation	90	50	160

Example 2: There are only 2 members in the group (total percentage = 200%).

Contribution (%)	Member 1	Member 2	Member 3
1. Project Design, Idea and Requirement Definition	120	80	NA
2. System Design	90	110	NA
3. Graphics Design	70	130	NA
4. Implementation	90	110	NA
5. Documentation	100	100	NA