**Project Grading Criteria and Rubric**

(The instructor reserves the right to make changes to the allocation of points)

The project is going to be a significant part of your grade this semester. The grading of the project will be based on various factors including your adherence to the software development process, your personal effort, quality of project, and overall implementation.

**Software development process (20%)**

This will include following the scrum methodology as shown in class. Participating in all meetings (planning, review, retrospective) is important and graded.

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| Adherence to release schedule – 10% (2% each sprint)  Following the scrum process – 5% | Group participation in meeting – 5% |

**Your personal effort** **(30%)**

Your team members will be asked to grade your effort in the project. Make sure you put in your due by the end of the semester. This will also be reflected in the sprint worksheet. Please let us know what your part was in the presentation.

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| Contribution to each sprint – 10% (2% each sprint) | Overall (based on peer evaluation) – 10% |

**Competitive rating of project (10%)**

Your project will be compared to other projects in class after normalizing for team size. All teams are expected to put in equivalent effort.

**Project quality (35%)**

A partially working project will loose points. Use iterative development to make sure that it works. Use version control if needed creatively to always have a working version. Make sure you think of error handling, testing, etc.

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| User interface and ease of use – 5%  Robustness and error handling – 5% | Technical features – 15%  Completeness – 5% |
| **Presentation (5%)**  Presentation quality - 3% |  |