| **Report+Viva+System (RVS) 70%** | **Weight** | **Description** | **Clear**  **fail**  **<30%** | **Marginal fail**  **30-39%** | **Bare**  **pass**  **40-49%** | **Clear**  **pass**  **50-59%** | **Very good**  **60-69%** | **Excellent**  **70-79%** | **Exceptional**  **80-89%** | **Innovation**  **>90%** |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Main report**  **25%)**  Maximum budget is 8000 words. This includes from first page to the last page of your report submitted to TurnItIn. | Presentation (5%) | Acknowledgements, length, spelling, grammar, written style, table of contents, page numbers, referencing etc. |  |  |  |  |  |  |  |  |
| Description of each of the major components (10%) | Clear explanation of the problem and objectives. Clear explanation of each of the major aspects of the product including a rationale for each of the design and implementation decisions. |  |  |  |  |  |  |  |  |
| Description of the development lifecycle (5%) | Clear evidence of the application of an appropriate software development methodology. Discussion of each of the major stages including how validation and verification were applied at each stage. |  |  |  |  |  |  |  |  |
| Critical analysis and reflection (5%) | What went wrong and what was right? What could be done differently next time? Appraisal of the product; analysis of approach taken (with hindsight); analysis of software/tools used. |  |  |  |  |  |  |  |  |
| **\*Viva**  **(15%)**  Viva is mandatory. Students without Viva will receive 0% marks for their final submission out of 75%.  \***Mandatory** | Timing, delivery and system coverage (10%) | Professional demonstration filled the available time appropriately with time for questions. All-important use cases covered |  |  |  |  |  |  |  |  |
| Question handling (5%) | The student can defend the system |  |  |  |  |  |  |  |  |
| **The System**  **(40%)**  You must show the examiners your developed software/demo plus pieces of codes that you have written. | Product (30%) | The product meets the objectives of the agreed project contract (completeness) and the requirements for FYP |  |  |  |  |  |  |  |  |
| Robustness and usability (10%) | Usability, robustness, and correctness. |  |  |  |  |  |  |  |  |
| **Floating Mark (20%)**  The specifics should be agreed with your supervisor after receiving the mark and feedback for your first deliverable. | This is to adjust projects where students code more or research more. This item must be agreed with the supervisor. | **As agreed between Mishri and Nathan 10% for each** |  |  |  |  |  |  |  |  |

Student Signature: Nathan Simcock Supervisor Signature: Mishri AlMarshoud

Date of the agreement: 11/03/2021