2020

PS2 User Experience Judgement Rubric

Judge (not shared with students):   _____

Judged Team (name or number):   _____

Date: _____

Instructions: for each requirement, mark the box that most closely aligns to your impression of the solution. Reference the competition problem statement document to get in-depth descriptions of the requirements listed below. Your judgements here should reflect how well the solution satisfies the directions in the problem statement, the aesthetics of the user interface and experience, and the team's presentation. Keep your expectations high, teams had **a whole month** to work on this. **DO NOT FEEL OBLIGATED TO AWARD HIGH SCORES!**

Solution Functionality Review

Requirement(s) to Reference	Score			
	0	1	2	3
	Missing or Completely Non-functional	Attempted But Does Not Satisfy Requirement	Reasonably Satisfies Requirement	Exceeds Requirement Expectations
Change 1	Only when you login as an administrator, you can ban and unban a user account.			
	A banned user cannot login. An unbanned user can.			
	A logged in user that is banned is forced to logout when they navigate to another page.			
	A banned user cannot book a flight. A banned user's credit card information cannot be used to book a flight even when buying the ticket as a guest (logged out).			
	Only when you login as an administrator, you can ban a user from booking a specific airline. When logged in as that user, you cannot book a flight with that banned airline.			
Change 2	Only as an administrator, you can create and delete attendant-type accounts.			
	Attendants have all the required abilities within the system (see requirement text)			

Change 3	When you book a flight, you do not get your ticket. Instead, you get a confirmation number. When not logged in, you can use this confirmation number and your last name to enter a check-in view if your flight departs within 24 hours. Otherwise, if the flight does not depart within 24 hours, you are told to try again later.			
	When logged in and looking at your dashboard for upcoming flights and the flight leaves in less than 24 hours, you should be able to check in and not have to enter your confirmation number and last name when you do.			
	You cannot check in for the same flight twice.			
Change 4	It seems like this solution is using the V2 API (all calls to the API are at the v2 endpoint instead of the v1 endpoint). For non-code judges: you don't see any strange API-related errors/app breakages.			
Change 5	When you purchase a ticket and you're logged in, you get frequent flier miles. You can go to your account dashboard to see how many frequent flier miles you have. You can purchase a ticket with your frequent flier miles. You can cancel your ticket and get your miles refunded to your account.			
Change 6	When booking a flight, the price of the flight changes depending on what type of seat you buy. You can purchase economy, exit row, economy plus, or first class seating now. For code judges: price data should be taken from the API/cached data.			
	When booking your flight, you can also purchase in-flight extras (wifi, pillow, etc). You can purchase these with either money or frequent flier miles. For code judges: teams should be pulling the data for this from a call out to the API/cached data.			
Change 7	There is a persistent sidebar in the app that shows the required information (check the requirement text).			

Change 8	New bookings cannot be made for flights that are scheduled to depart less than 36 hours from now.			
Change 9	When purchasing a flight, baggage fees and max number of checked/carry-on bags changes depending on the flight. For code judges: this information is coming from the API/cached data.			
Change 10	System logins are email-based. All you need to login is an email address and a password and not your full name or anything like that.			

Instructions: When the competition has a non-virtual component, do the following: for each of the three criteria below, mark the box that most closely aligns to your impression of the students and their teamwork during the programming portion of the competition. Did their teamwork meet your expectations? **DO NOT FEEL OBLIGATED TO AWARD HIGH SCORES!**

Team Performance Review

Criterion	Score			
	0	1	2	3
	Does Not Meet Expectations	Partially Meets Expectations	Meets Expectations	Exceeds Expectations
Engagement	Are all members engaged in solving the problem? One or two students should not be dominating the computers or doing all the work. No students should be idle/sleeping.			
Communication	Do team members communicate well with one another? Members should not be openly arguing, yelling, harassing, belittling, or fighting with one another.			
Planning	Is there evidence that teams planned their solution approach before programming? Are there notes? Did presenting team members speak at all about any strategy or planning phase?			

Positive Comments
Please share any positive comments you have for this team.

Constructive Criticism
Please share any unanswered concerns or comments you have for this team.

Two Questions For This Team
Please share the two most pressing questions you'd like answered about this team's solution.

Shared Thoughts (visible to all judges)
Please add any thoughts or concerns you believe other judges should be made aware of.