

Category	Weight	Scoring	Requirement
Basic Preparation	2	0-1	Ready to go at the start of section
Cleverness	2	0-2	The hardest points on the rubric
Code Submission	4	0-2	Submitted correct content on time and to the correct location in the repository
Decomposition	4	0-2	Project is adequately decomposed to different classes and methods
Documentation	4	0-2	Comments for each class and each function are clear and are following style guides
Effort	2	0-2	Perform considerable amount of work
Naming	2	0-2	Variable names and method names are readable and are following the naming conventions of the language you chose
Overall Design	5	0-2.5	Have nice approaches and structures in overall
Participation	5	0-2.5	Interact with the group 2 times (ask a question, make a comment, help answer a question, etc.)
Presentation	4	0-2	Present the code clearly
Design wireframes for the app	3	0-1.5	0 points: No wireframes have been done 1.5 points: All the wireframes have been designed, including all the elements and details required.
Design ER Diagram	4	0-2	1 point: Making an efficiently working ER diagram 2 points: The ER diagram is well thought-out which show properly connected tables for users and videos which cover most functionalities of the app.
Create query documentation	4	0-2	1 point: Creates a simple query documentation based on the ER diagram 2 points: Takes care of almost all possible queries that might be required by referencing the ER diagram.
Create model documentation	4	0-2	1 point: Creates the basic models required 2 points: Creates well-designed models which take into consideration aspects of class design.

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Create database	5	0-2.5	1 point: Making an efficiently working database 2 points: The database is well thought-out which show properly connected tables for users and videos which cover most functionalities of the app. 2.5 points: The database is able to retrieve data for all HTTP requests and displays all information for videos and users properly.
Set up mock testing environment for front-end development.	5	0-2.5	1 point: Set up the basic environment for testing 2 points: Feeds in mock data to become more familiar with the testing environment 2.5 points: Gets ahead of the week's schedule – creates screens pertaining to the app and tests them out live.