CSCI 443/576, Spring 2014
Project 1 — Preliminary Design
Grading Rubric

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Project Deliverables	Max score	Your score
1. A cover page with your name, project #, date, and a (preliminary) name for your system.	3	3
2. A description of the product you chose to design.	6	6
3. A description of the intended users of your system, any special features or attributes of these users we should know about, where the system will be located, how it will be used, how frequently it will be used, etc. *I appreciate your thoroughness in compiling this list, but it seems at times like maybe you're not taking this entirely seriously? Can you narrow the age range down a bit? Will users likely be game players? Will they have prior experience with game controllers? Etc.*	8	6
4. A description of the usability requirements for your system *Lots of adjectives here, most of which certainly seem important for your system, but can you put some of them in measureable form (like we discussed in class)? Others seem very vague, somewhat redundant, and need to be defined more clearly (e.g., artistic, awe inspiring, a good gift for a special person)…*	8	5
5. A bulleted list of the functional requirements for your system. All functional requirements should begin with the words "*Users should be able to …*" Clearly indicate on this list which requirements are illustrated via your design sketches. *Overall, these seem good. Perhaps you will add a few that deal with the educational aspects we talked about during design crits.*	10	10
6. Design sketches and accompanying notes/narratives. It should be clear, for example, what each drawing depicts and how it ties back to the functional requirements you defined. Include as much major functionality as you can in your sketches, including how users would complete representative tasks or functions. Make sure that all of your drawings are clearly labeled and that they	45	44

have your name on them.

Your sketches are neatly drawn and interesting, and indicate that you put a good amount of thought into the details of how these would be rendered. It's a little hard to get a feeling for the overall look-and-feel of the game, though, and to understand how it all fits together (appears instead like 6 or 7 separate screens).

7. Time and effort you seemed to have put into this project	10	10
8. Design Crit participation *I saw/heard you giving your peers good suggestions and feedback during the crit sessions, which was great. As a graduate student in the class, I'm looking to you for leadership, which you showed during the crits.*	10	10
Totals	100	94