

Final Deliverable

Due: 17/10/2017

Team No		Team Name		Final Mark	
Evaluator				Mark	Total
Signature			Date		50

	Mark	Total
1. Source Control		5
<ul style="list-style-type: none"> a. Revision control history <ul style="list-style-type: none"> - Descriptive commit messages - Number of commit messages 		
2. Deployment		5
<ul style="list-style-type: none"> a. Deployment of website and, if applicable, a desktop application <ul style="list-style-type: none"> - Not using the IDE debugger b. Deployment of Mobile Application (can use mobile device emulator) 		
Notes:		
3. Documentation		10
<ul style="list-style-type: none"> - Did the project team provide sufficient documentation for the developed product? a. User guide <ul style="list-style-type: none"> - Basic "Getting Started" guide for the system - Must provide login credentials for ALL user roles/accounts in system b. Developer Guide <ul style="list-style-type: none"> - Application Program Interface (APIs) if present c. Installation / Deployment Guide <ul style="list-style-type: none"> - Software required for deployment 		
Notes:		

	Mark	Total
4. Presentation Skills		10
<ul style="list-style-type: none"> - Is the team professional in their presentation of the developed system? a. Team professionalism <ul style="list-style-type: none"> - Dress: Suitable for professional corporate environment? - Does every one participate? - Is the presentation systematic? - Team practiced presentation / did not interrupt each other - Team on time b. Preparation for the presentation <ul style="list-style-type: none"> - Was the presentation planned ahead? - Were scenarios used? - Was the flow of the presentation logical? 		
Notes:		
5. Programming Aspects		5
<ul style="list-style-type: none"> - Effective handling of programming techniques? - Does the team use up-to-date techniques? a. Programming: <ul style="list-style-type: none"> - Error handling? - Robustness of system - Input validation - Programming style? - Comments in code? 		
Notes		
6. User Experience		15
<ul style="list-style-type: none"> - How easy is it to use the system? - Is the system user friendly? a. User support <ul style="list-style-type: none"> - Minimize keying in of data - Drop down menus - Position in the menu tree (if applicable) - Indicators for system busy - Cultural and physical differences taken into consideration b. Look and Feel <ul style="list-style-type: none"> - Layout of user interface elements - Colour choices - Adapted for the environment - Consistent across different applications 		
Notes:		

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7. Utility of the System		20
<ul style="list-style-type: none"> - Does the system add value to the solution? - Does the user get valuable information? - Is the system more than a computerised manual system? - Does it cater for both the operational and management level? - Which functionalities are supplied by the system? <p>a. Functional operational information</p> <ul style="list-style-type: none"> - Regular information on a daily basis - Operational Reports - Information functional - Information easy to obtain - Clearly represented information (tables, diagrams, etc.) - Useable information <p>b. Management Support</p> <ul style="list-style-type: none"> - Effective display techniques - Statistical reports - Decision support for managers - Export reports - Printed reports <p>c. Is the solution effective? Does it solve the problem and add value?</p> <ul style="list-style-type: none"> - Is this solution only theoretical or does it have a realistic application for commercial purposes? 		
<p>Notes:</p>		

	Mark	Total
8. Architecture and Complexity		20
<ul style="list-style-type: none"> - The use of architecture and algorithms to solve the problem and the way in which the system was technically finished a. Algorithms <ul style="list-style-type: none"> - Decision making aspects of the system - Complexity of calculations (e.g. scheduling, forecasting, etc.) - Calculation of optimal values - Real time calculations - What-If calculations b. Database <ul style="list-style-type: none"> - Sufficient number of records in the database for "real world" demo? - Updating of database? (in real time, on program level, database level, simulator, generator) c. Technical finishing <ul style="list-style-type: none"> - Inputs from external systems (external databases, systems, etc.) - Inputs from QR, RFID, etc. d. Overall complexity of the system as a whole 		
Notes:		
9. Innovation		10
<ul style="list-style-type: none"> - Application of better solutions that meet new requirements, inarticulated needs, or existing market needs. a. Does the application approach a new problem, or look at an old problem in a new way? b. Does the application impact a large number of people very broadly, or impact a smaller number of people very deeply? c. To which degree does the application actually solve the current problem? 		
Notes:		