

Assignment 2: Implementation.

Jane Reid & Juan Alvarado

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This part of the coursework is to implement your Weather App according to the requirements and design specifications you made in Assignment 1. The marks for the app will be distributed evenly between i) the quality of the final design you achieve for your app in terms of its usability and user experience, ii) the quality of the implementation in terms of your code quality and functionality, and iii) for interesting extensions beyond the boilerplate code we provide. This assignment is worth 20% of your module mark.

PART 1: Design [33 marks]

Grading:

21-33: Good – excellent.

- The design matches the stakeholder group's needs and requirements and these needs are well established and credible.
- The design delivers weather data in a way that is appropriate for the chosen stakeholder group.
- The design has no usability problems - it is readable, the interaction is good, easy to use, and colours/fonts/icons are appropriately chosen.
- The design is aesthetically excellent.

11-20: Satisfactory.

- The design matches some needs and requirements of the stakeholder group, but not all, or the established needs/requirements are not entirely credible.
- The design needs minor usability improvements - readability, interaction, use, colours/fonts/icons.
- The design needs some aesthetic improvement.

0-10: Unsatisfactory.

- The design does not meet the stakeholder group's requirements or these requirements are not credible.

- The design has major usability problems.
- The design needs major aesthetic improvement.

PART 2: Implementation [34 marks]

Grading:

21-34: Good – excellent.

- The code runs flawlessly.
- The code is understandable.
- Components are used appropriately.
- Code comments show rigorous thinking and sound reasoning.
- CSS is used to position and style items from an external style sheet.
- The DOM is very well understood.

11-20: Satisfactory.

- There are problems running the code, or there are errors.
- The code is somewhat understandable.
- Components are used but not appropriately.
- There is a lack of code commenting, or comments do not really explain what's going on.
- CSS is used, but not appropriately - i.e., not from an external style sheet.
- There is a noticeable lack of understanding of the DOM.

0-10: Unsatisfactory.

- Code doesn't run.
- Code is not understandable.
- Components not used.
- No commenting.
- CSS absent or entirely inappropriate (i.e. not executing correctly because the wrong rules were implemented).

PART 3: Extension [33 marks]

Grading:

21-33: Good - excellent.

- Extension of the project shows originality.

- Extension of the project shows ambition.
- Group can explain how they have taken this project beyond the boilerplate.
- The extension choice demonstrably serves the stakeholder.
- Group can demonstrate how they used their available skill to extend the app.

11-20: Satisfactory.

- Extension of the project lacks some originality.
- Extension of the project lacks some ambition.
- Group is not able to fully explain how they have taken this project beyond the boilerplate.
- The extension choice and serves the stakeholder somewhat but is not entirely appropriate.
- Group can't entirely demonstrate how they used their available skill to extend the app.

0-10: Unsatisfactory.

- Extension of the project entirely lacks originality.
- Extension of the project entirely lacks ambition.
- Group is not able to fully explain how they have taken this project beyond the boilerplate.
- The extension choice does not serve the stakeholder or is not entirely appropriate.
- Group can't demonstrate how they used their available skill to extend the app.