;Candidate Name:

Graded Unit 2: Marking Scheme

Stage 1: A

**Analysis of the project assignment brief (up to 14 marks).**

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| **Topic** | **Method/approach** | **Mark** |
| Interpretation of the project assignment brief. | The interpretation should list and discuss the potential system(s) that the client would like to be developed.  Possible mark distribution — 2 marks for a good interpretation, 1 mark for a valid interpretation and 0 marks for a very poor interpretation. | 1 |
| Initial functional and non- functional requirements and initial top level use case model. | List all the functional requirements for the proposed system(s).  List all the non-functional requirements for the proposed system(s).  Produce a top level use case model that shows the identified use cases for the system(s).  This may well be split into separate top level use case models where the learner has recognised the potential for multiple systems.  This analysis should be based on the given project brief and the results of the fact finding clarification of the brief.  Possible mark distribution — up to 4 marks for this topic (this could be reduced to 3 marks if more marks are allocated to the aims). | 1  1  1 |

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| **Topic** | **Method/approach** | **Mark** |
| Information gathered to clarify the brief e.g. background research, such as looking at similar problems. | A range of fact finding techniques could be used to clarify the brief including looking at similar systems, questionnaires, background reading, observation and interviews.  *In the case of the sample brief the learner could:*   prepare and conduct an interview with the chairman   observe and informally discuss the requirements with the client   research any relevant websites   look at the documentation currently used  The learner should adopt a number of techniques appropriate to the brief being used.  Possible mark distribution — up to 3 marks for this topic. | 2 |
| Aims of the project assignment. | The learner should recognise the main aim of the project assignment, i.e. they are expected to develop a prototype application for a part of the system identified in the brief.  Possible mark distribution — up to 1 marks for this topic although this may be more for scenarios that have more than one specific aim. | 1 |
| Identification of resources, and materials required and how they will be accessed/obtained e.g. development environment. | The learner should list the resources required and discuss how they will be accessed/obtained. These might include:   hardware required (e.g. PC, access to Internet &  printer)   software required (e.g. Office Applications and  Development Environment)   books, journals, tutorials  Possible mark distribution — up to 2 marks for discussing how the resources will be accessed/ obtained (see also Project plan). | 1  1 |

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| **Topic** | **Method/approach** | **Mark** |
| Identification of information sources to be used. | The learner should identify a number of appropriate information sources. They must use formal referencing to obtain all of the marks for this topic.  Possible mark distribution — up to 2 marks for this topic. | 2 |

**Project plan — up to 6 marks**

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| **Topic** |  | **Mark** |
| Production of a formal plan to undertake the project with realistic timescales and identifying. | The use of appropriate project management software for this topic should be encouraged.  The evidence for this topic could take the form of a draft project plan produced using appropriate project management software as illustrated in the sample solution. | 1 |
| Schedules for each stage and overall completion. | The scheduling of the tasks in the development stage should reflect a recognised software development methodology.  The scheduling should reflect task dependencies and should try to identify possible concurrent tasks.  The solution planning milestone could well be concurrent with the development milestone.  The final milestone should be scheduled earlier than the given project end date to allow slippage. | 1  1 |
| Milestones and deliverables. | List all deliverables to all stages of the project:   Inception phase planning report   Documentation for feasibility meeting   Solution planning report   Development stage documentation   Evaluation report | 1 |
| Main tasks. | Each of the main tasks required to complete the project should be identified and given draft durations. Any potential task dependencies should be identified. | 1 |
| Resources. | List an appropriate set of resources required. | 0 |

Phase 1 A Total: 16 out of 20

Graded Unit 2: Marking Scheme

Stage 1: B

**Solution plan — analysis and design (up to 20 marks)**

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| **Topic** | **Method/approach** | **Mark** |
| Undertaking the analysis using appropriate techniques. | The learner should provide evidence of having undertaken analysis for both the business model and the view model for the partial system being developed. The evidence should show the use of appropriate techniques which may include:  **Business model**  Identification of classes, methods and attributes – (possible methods would include. textual analysis, CRC cards, use case scenarios and/or activity models).  The top level use case model for the partial system being developed should also be included here.  **View model**  Identification of an appropriate data binding model to link the view to the underlying business model.  User analysis to try to ensure the HCI designed meets the needs of the potential users.  Possible mark distribution — up to 8 marks for this topic. | 2 + 0 none shown  2  1  2 |
| Evidence for the analysis and design of the prototype application for the given brief. | The learner should provide evidence of analyzing and designing a prototype application for the partial system being developed. The evidence may include:  **Business model**  Static model — class diagrams should clearly show the visibility of the attributes and methods for the classes. Associations should show direction and multiplicities. Inheritance and/or interfaces should be shown as appropriate to the scenario.  Dynamic mode — (e.g. use case models, sequence diagrams).  Both the static and dynamic models should be produced using UML. | 2    2 |

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| **Topic** | **Method/approach** | **Mark** |
|  | **View model**  UI design – this should be justified using appropriate design principles.  Data binding design — how the UI objects will link to the business model.  Possible mark distribution — up to 8 marks for this topic. | 2  0 – none shown |

Phase 1 B Total: \_ out of 20

Stage 1 Total = Phase 1A + Phase 1B

Phase 1A = 16 (out of 20)

Phase 1B = 13 (out of 20)

Stage 1 Total 29 (out of 40) So Far