MOB - Final Project Rubric

Performance				Total	Instructor /TA comments
App	**Exceed (2)**	**Pass (1)**	**Doesn't pass (0)**		
App readiness	App meets App Store guidelines. App is usable and has a clear, easily understandable user interface. App does not exhibit major bugs for either common or 'fatal' use cases.	App meets App Store guidelines. App is usable, though with minor usability quirks that may confuse users. App is stable for common use cases, though not for 'fatal' or use cases.	App is not complete, functional, or does not meet app store guidelines. If complete, has serious usability or stability issues that would prevent a user from using the app.		
Execution & scope	App was scoped correctly and meets all proposed features laid out in their instructor-approved proposal. All weekly betas distributed on time. Team actively tracked all work items on task tracker.	App meets 75% of the requirements laid out in students' instructor-approved proposal, though may have had minor features cut. All but one weekly beta distributed on time. Team held standups and tracked most tasks via a task tracker.	App differs significantly from instructor-approved proposal. Weekly betas not distributed or missed several deadlines. Team did not hold standup or track tasks regularly.		
Presentation & communication	Project presented with clear description of problem solved, potential customers and app functionality. Technical overview includes detailed list of tech used, app architecture and team roles. Able to answer all audience Qs about implementation.	Project presented to group with a clear description of the product. Technical overview mentions technologies used, rough architecture of app. Able to answer most audience questions about implementation.	Project not presented or presented very minimally. Unclear customer-level description of product. No technical overview of app, or technical overview that was factually incorrect or difficult to interpret. Unable to answer most audience questions about app imlementation.		
Technical					**Instructor / TA comments**
Stability & performance	Manual inspection of code does not have obvious major or minor bugs, and correclty uses all APIs. No significant performance issues. Edge cases caught; errors handled and surfaced correctly. No obvious crashes on manual code inspection.	Code indicates a few small bugs, though for the most part correclty uses Apple's APIs and third party frameworks. Few significant performance issues. Errors caught, though possibly not handled well. Edge cases handled and would not cause app to crash.	Code frequently exhibits bugs or incorrectly uses many APIs/frameworks. Code frequently duplicates behavior already implemented elsewhere (e.g. existing APIs or other parts of student's app). Algorithms frequently take significantly more time than required. Errors never handled. Edge cases would cause app to crash.		
Style and readability	Code has consistent style throughout codebase in a manner that is consistent with other iOS APIs. Commented well in all unclear areas. Variables and function names clear and consistent.	Code is mostly styled consistently, with a few outliers. A few comments peppered throughout the codebase. Variables and function names make sense and are relatively consistent.	Code is inconsistently styled throughout codebase, or styled in a non-Swift/non-iOS manner. Old/non functional code is frequently left commented out (instead of just being deleted). No comments about unclear code. Variable and function names inconsistent and unclear.		
OO and technical design	No tightly coupled classes. All classes do one thing and do it well. Elegant use of iOS design patterns. No classes are extremely large. Extensive use of inerhetance/OO concepts.	Minimal tightly coupled classes. Most classes do one thing, and do one thing well, though a few view controllers are quite large. Moderate use of iOS design patterns. Some use of inheritance/OO concepts.	Tightly coupled classes about. Most classes have multiple, divergent responsibilities and are quite large. Poor or no use of iOS design patterns. No use of inheritance/OO concepts.		
			TOTAL		