

	A	B	C
1	CS 2212 Team Assignment 4 - Marking Scheme		
2	TEAM NUMBER:	Worth	Team's Mark
3	GENERAL LAYOUT, Organization, Following Instructions (out of 4 marks)		
	~Well Done: Organized, Neat Title Page, Alphabetical Order, Filename correctly called teamN- asn2.pdf and placed in the deliverables directory in the project repo ---> give 2 marks		
	~Satisfactory: Missed one of the above ---> give 1 mark		
4	~Poor: Missed more than one of the above ---> give 0 marks	2.00	2.00
5	Spelling / grammar throughout the report (deduct up to 2 marks for poor spelling or grammar)	2.00	2.00
6	Subtotal:	4.00	4.00
7	REVISED USER STORIES (out of 2 marks)		
8	Updated tracker to reflect stories completed to date	1.00	1.00
9	Provided a list of stories completed for assignment 4	1.00	1.00
10	If any stories were missing or otherwise incorrect (e.g. too small/large) on assignment 2, updated their user stories accordingly. Deduct 1 mark for each story missing up to a maximum of 2 marks.	0.00	-0.50
11	Subtotal:	2.00	1.50
12	OPTION A: Project Video (out of 16 marks)		
13	Demonstrates all specified actions	7.00	
14	Falls within the specified duration (give 0 if it is under 2:00, or over 5:00)	3.00	
15	Begins with the appropriate language	1.00	
16	Gives context for the project	1.00	
17	Mentions tools/technologies used	1.00	
18	Discusses project tooling and shows sample build	2.00	
19	Video is posted on YouTube and a link is provided in the PDF	1.00	
20	Deduct 1-5 marks for EACH of the following, depending on severity:		
21	Maintaining a pace that is too slow or too fast		
22	Poor audio/video quality (minimum 720p video quality; audio should sound good and should be at a decent volume. If students used their internal microphone, give 0 [yes, we can tell])		
23	Excessive umms, ahhs, or other utterances suggesting the video was not scripted and/or rehearsed and/or edited		
24	Mistakes that were not edited out		
25	Robotic, unnatural reading of a script		
26	Dead air or idly talking while some long-running process is ongoing		
27	Being cute, funny, or other unprofessional		
28	Having all sorts of windows open, a messy desktop, or an unprofessional desktop wallpaper		
29	Any other mistakes, omissions, or actions that detract from the purpose of the video		
30	Subtotal:	16.00	0.00
31	OPTION B: Design Essay (out of 16 marks)		
32	Falls within the specified page range (8 - 10 pages doublespaced using 12 point Times New Roman); give 0 here if students obviously padded their essay with images or used other tactics to meet or avoid exceeding the page quota (e.g. unreasonable margins, etc.)	3.00	3.00
33	Discusses at least all points specified. All points have to be justified with examples.		
34	Opportunities to apply design principles	3.00	3.00
35	Areas of the team's design they felt were strong	3.00	3.00
36	Areas of the team's design they felt were weak	3.00	3.00
37	GUI design choices	2.00	2.00
38	Reusability of the team's code	2.00	2.00
39	Deduct 1-5 marks for EACH of the following, depending on severity:		
40	Spelling and/or grammar issues		-3.00
41	Use of section headers		
42	Paragraphs that do not flow well		
43	Incoherent discussion that lacks focus		

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44	Weak arguments/examples		-1.50
45	Failure to cite any sources used (-5 marks for each infraction since this is plagiarism; and, yes, you <i>do</i> have to cite web sites)		
46	Using any other format than IEEE format for citations		
47	Any other mistakes, omissions, or infractions that detract from the paper		
48	Subtotal:	16.00	11.50
49	PROJECT PLAN (out of 3 marks)	3.00	
50	Well done = 3 marks; average = 2 marks; poorly done = 1 mark; not done = 0 marks	0.00	3.00
51	Subtotal:	3.00	3.00
52	UNIT TESTS (this section is NOT part of your assignment mark; it is your 9% unit testing grade)		
53	GUI and non-GUI classes are clearly listed in the PDF in alphabetical order in two SEPARATE lists	2.00	
54	Subtotal:	2.00	2.00
55			
56	TOTAL:	27.00	22.00
57	AS A PERCENTAGE:		0.81
58	OUT OF 7 (worth 7% of student's final mark for CS 2212):		5.70

	D	E	F
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2	Teaching Assistant Comments (if further explanation is required)		
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40	Some grammatical tense issues and general grammatical errors; copying/pasting buttons and action l		
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44	Discussed points releated to code reuse but they were not necessarily valid; using netbeans generate		
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[illegible]

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