

OOP and Design Patterns (CSCI 375)
Student Showcase (Final Project) Rubric

1. Project Title:
2. Team Members:
3. Evaluator:

Grading Rubric:

Instructions:

1. There are 9 technical requirements to grade the project and the team presentation.
2. For each requirement, use 0 - 5 scale in the Score column (0 - F, 1 - Needs improvement, 2 - Poor, 3 - Fair, 4 – Good, 5 - Excellent)
3. Use the *Notes* section to jot down any observations that may help in grading and justification.

Team and Technical Project Requirement	Score
1. Use of fundamental OOD concepts , e.g.: Inheritance, Abstraction, Attributes, Getters, Setters, Methods, Modularity, Overloading, etc. Notes:	/5
2. Use of at least 3 Design Patterns -- presentation clearly stated and briefly explained design patterns use. Common design patterns are Iterator, Decorator, Observer, Strategy, Command, State, Singleton, Adapter, Façade, Flyweight, Abstract Factory, Composite, Template, MVC, etc. Notes:	/5
3. Testing for correctness – automatically generates test data using hypothesis, usage of mocking/patching, provides code coverage and Python type check (mypy) reports, etc. Notes:	/5
4. Documentation – clear, easy to follow documentation, UML diagrams are complete, and notations are correct; explanation of objects interaction is clear and complete.	/5

Notes:	
<p>5. Software management – good usage of management, communication and tracking tools e.g., Gant chart, Kanban board, GitHub Project, Clickup, Discord, Slack, etc.</p> <p>Notes:</p>	/5
<p>6. Teamwork – clear division of labor and progress tracking; helping each other, etc.</p> <p>Notes:</p>	/5
<p>7. Project requirements and execution -- clearly stated functional and technical requirements, project adequately challenging for sophomore-junior students; project demo was clear and concise, etc.</p> <p>Notes:</p>	/5
<p>8. Team presentation -- all members participated in presentation, used the visual and oral presentation techniques and tools to engage audience, etc.</p> <p>Notes:</p>	/5
<p>9. Use 4+1 Views to explain the design to the audience.</p> <p>Notes:</p>	/5
<p>10. BONUS: Above and beyond – Team went beyond the above list e.g., great User Interface, use of Database, real-world application, client delight and interaction, CI/CD, deployment, etc.</p> <p>Notes:</p>	/10
<p>Total Score</p> <p>Note: Max score can be 50 due to 10 BONUS points.</p>	/45