Grading Breakdown:

50% Actual Project
20% Class Presentations
30% Peer Evaluations

Notes:
Peer evaluations: Make sure to complete this by the project due date. You will get a 0 for this part if you do not and I will not use your input to grade your fellow teammates.

I will be using these evaluations to give you a grade which will be 30% of your project grade. I will base this on how your teammates evaluated you. Note that I will not share these with the other team members (so they will not know what you wrote unless you choose to share).

50% Actual Project

1. UML Diagrams: *Activity and Class*
Are they complete? Do they match up to your actual finished product?

1-not at all **2**-somewhat **3**-half way **4-**mostly **5**-complete

2. Code:
Completeness
1-not at all **2**-somewhat **3**-half way **4-**mostly **5**-complete

Complexity
1-too simple **2**-better than simple **3**-average **4**-somewhat complex **5**-complex

Addressing the project problem/situation in the code
1-not at all **2**-somewhat **3**-half way **4-**mostly **5**-complete

Correctly using object-oriented principles like encapsulation, inheritance and polymorphism
1-not at all **2**-somewhat **3**-half way **4-**mostly **5**-complete

Neatness-indentation, comments, easy to read
1-not at all **2**-somewhat **3**-half way **4-**mostly **5**-complete

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20% Class Presentations

Your presentation should be a short overview of your project. **It should NOT be longer than 5 minutes**-I will take off points if it goes past this. Your presentation should include:

a. A small introduction to the problem

b. What part of the project each person did

c. How you approached the problem and how it would have differed if you didn't use an object-oriented approach

d. How your code works to solve the problem. **YOU SHOULD DEMO YOUR PROGRAM HERE. NOTE THAT ALL CODE SHOULD RUN ON VIRTUAL MACHINE. MAKE SURE TO INCLUDE ALL LIBRARIES ETC THAT YOU USED IN YOUR PROJECT.**

Note: If you are running the project on your own machine, it is your responsibility to make sure your machine runs with the projector in class (you should somehow check it before the presentation). If you want to run it on my machine, that's fine (but I won't be downloading any additional libraries-so if you used anything other than GTKMM then you need to run it on your machine).

e. UML Diagrams (class and activity)

a. If you changed your diagrams after you submitted it to me, you should state why

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30% Peer Evaluations (see form)