60−311 PROJECT JUDGING CRITERIA

1. Project reports must be submitted before **11:40am, Dec. 3, 2002**. Otherwise, half of the marks will be deducted if no later than 24 hours, or no marks at all after 24 hours.

2. A sample report is provided to help students getting started with their work. Every student, however, is required to show his/her own understanding and practice as a software engineer in his/her report by going through the phases of object-oriented software development with his/her prototype system. The report will be marked according to its readability and discussions on the following aspects.

   - What should be done?
   - What are the methods or techniques available to do the work?
   - What did you do, and how did you do it?
   - What didn't you do, and explain the reason(s)?
   - (optional) What feedback did you get from the succeeding steps, and what modifications did you make?

3. Every report must cover the following specified stages of software development life-cycle. The following table will be used to mark reports.

Market Investigation	0	1	2	3	4	5	6	7	8	9	10
Requirement Analysis	0	1	2	3	4	5	6	7	8	9	10
Requirements Definition	0	1	2	3	4	5	6	7	8	9	10
Requirement Specification	0	1	2	3	4	5	6	7	8	9	10
Prototype OOA	0	1	2	3	4	5	6	7	8	9	10
Prototype OOD	0	1	2	3	4	5	6	7	8	9	10
Prototype Testing	0	1	2	3	4	5	6	7	8	9	10
Prototype Evolution	0	1	2	3	4	5	6	7	8	9	10
Final Project Relationship	0	1	2	3	4	5	6	7	8	9	10
TOTAL: ( ) $\times 30/90 =$											

* A submission that is well-written and contains sufficient details and discussions will be assigned to a mark in the range between *5-8*.

* To earn a mark in the range of *9-10*, the presentation must also contain insightful discussions and demonstrate creativity.

* Otherwise, presentation in low quality will be marked in the range of *1-4*.

* No marks will be given for missing discussions.