

Team Attendance

Worth 1 CoursePoint (from Teamwork marks)

Rubric: 0 or 1

- This is an individual mark.
- 1 CoursePoint is earned for each Tuesday team meeting attended, capped at 8 CoursePoints.
- There are 10 eligible meetings (weeks 3-12), thus each student can miss 2 meetings without penalty (other than the natural consequences of friction with teammates, additional coordination hassles, etc).

Buddy Team Activity

Worth 1 CoursePoint (from Teamwork points)

Rubric: out of 10 pts

- (1pt) List of participating teams and members (your team + buddy team(s))
- (3pts) Description of 3+ concrete examples of feedback and suggestions for improvement **received from** buddy team(s)
- (2pts) Description of changes made to your project's interfaces or interview script based on feedback from the buddy team(s)
including (1pt) for rationale of their selection
- (1pt) Your team's evaluation of buddy team(s)' participation
- (3pts) Buddy team's evaluation of your team's participation
Based on buddy team's write-up of their responses to feedback AND how actionable your team's feedback was to your buddy teams' project
(3) outstanding, excellent (2) very good, good (1.5) satisfactory, (<1) unsatisfactory

Only students who participate in the exercise receive any credit for it.

Week 10 Deliverables

Worth 3 CoursePoints (from Deliverables points)

Rubric: out of 180 pts

Updated Domain Model (60 pts)

- 10pts includes actors, secondary actors, and domain entities and attributes that appear in use case diagrams, workflow models, mentioned in user stories and requirements (Week 7); <<actor>>
- 25pts includes <<interface>> entities and attributes (including types) , <<stereotypes>> that appear in specifications and scenarios (Week 7) and are needed for the software to access domain phenomena
- 5pts includes associations between <<interface>> entities and their corresponding actor and domain entities; association names
- 10pts multiplicities on all associations ends (except for the composite end of a composition, or the superclass end of a generalization)
- 5pts correct and effective use of aggregation, composition, association classes, generalization
- 5pts descriptions of interface entities and associations

Week 10 Deliverables

Navigation Diagram (85 pts)

- 10pts For 10 or more states representing the product's UI screens (from Week 9)
- 25pts Expected transitions between screens (including back transitions, cancel)
- 15pts Use of state machine constructs, where appropriate (hierarchy, history, concurrent regions)
- 20pts Syntax (transition expressions, Start state, End state(if appropriate))
- 5pts Deterministic machines (-2 per state with nondeterministic exit transitions)
- 10pts Presentation/professionalism marks for legible layout

Week 10 Deliverables

Legend for States (5 pts)

There should be a legend that provides brief explanations of the model's states.

Legend for Transition Labels (30pts)

(5pts) List transition expressions (not always readable in the graph)

(5pts) There should be a legend that explains the mapping of each transition trigger in terms of interface events.

(20pts) Vocabulary used in the transition expressions needs to

(10pts) be interface phenomena defined in the Domain Model, or UI screens

(10pts) be consistent with the names used in the Domain Model, UI screens

Peer Evaluations

Worth 2 CoursePoints (from Teamwork points)

Rubric: out of 5 pts

Team Leader

(3 pts) For expected peer evaluation (as described on the Projects webpage)

(0-2 bonus pts) For outstanding peer evaluation (insight into peers' performance)

(-1pt) For each late day

(0 pts) Missing peer evaluation

Non Team Leader

Mark assigned by team leader.