Final Project - Overall Summary For Students

General Marking Guide

Preparing for the project   20%
- Doc #1 Analysis and Proposal - access via Google Classroom
- Doc #2 Design and Evaluation Planning - access via Google Classroom

Completion of Project/Quality/Complexity of Work   50%
- Based mostly on student determined criteria
- Adjusted based on complexity and Time Management rubric on following pages

Time Management   10%

Professionalism of User Interface   10%
- You are not expected to achieve a 'ready for market' level of interface but will be rewarded for using more complex visual concepts and/or for quality design.
- See the rubric on the following pages.

Self evaluation and Presentation of Results   10%

Preparation Rubric

10	8	6	4	2
Project planning docs are fully and thoughtfully completed All required planning diagrams/drawings are submitted on Doc #2. Self- Marking Criteria is clear and measurable	All planning and criteria are thoughtfully completed but a planning diagram/drawing is missing OR Some minor details are omitted	Planning doc is satisfactorily filled out No diagrams / drawings are submitted OR they lack sufficient quality to be useful OR they were completed afterwards	Major details are missing	Limited Planning

Complexity - Project Programming Requirements

There are only 3 things that must be part of the Project code:
- It must use a list
- It must use OOP in some meaningful way.
- It must use functions so that you demonstrate firm grasp on function parameters and return values

The rest of the requirements will be up to you.

Time Management Rubric

This will be marked on a rubric out of five

- Adhering to Gantt Chart timelines (adjusting the timeline when needed)
- Attendance in all classes. Each unexcused absence will result in a deduction of ⅕ of this mark). Multiple and significant lates will also result in the loss of marks.

10	8	6	4	2
Class time was used very effectively. No Unexcused absences or extreme lates Gantt chart was used to plan time and was referred to regularly throughout the process.	Class time was used effectively. Off task behaviour was rare. 2 or fewer Unexcused absences or extreme lates did not affect the final project Realistic Gantt chart used	Class time was used satisfactorily 3 or fewer Unexcused absences or extreme lates	Class time was not used effectively 4 or more Unexcused absences or extreme lates	Class time was used poorly.

Professionalism of User Interface Rubric

The following rubric is still under development.

10	8	6	4	2
User interface is very user friendly. It is logical, flawless and consistent. Attention to visual detail is obvious throughout.	User Interface is logical and consistent with rare exceptions Attention to visual detail was paid throughout.	User Interface works but often has visual or logical inconsistencies.	GUI is not implemented. User Interface is not user friendly.	User Interface is only partially implemented.