

Software Engineering Project Rubric

Elevator Pitch (15 points)

___/10 – Good faith effort turned in

___/5 – Short but detailed – *carefully worded, sounds professional*

Proposal/Spec (100 points) – should be about 2-3 pages in length

___/20 – Good faith effort turned in

___/12 – Detailed and coherent

Reader can imagine the final product. Each section goes into detail and the sections don't contradict each other.

___/12 – Executive Summary (1 short paragraph)

Catchy description of the product.

___/10 – Statement of Need (1 or 2 paragraphs)

Who will use your product? What will it do for that person? How is your product better than competitors'?

___/12 – Project description (1 page)

All sprites and scenes are identified. Game play or animation sequence is clearly described either as a list or in prose. Details are given about the mood of each scene and interaction with the user.

___/6 – Group information (1 or 2 paragraphs)

Why is your group the right group to create this product? What does each member bring to the table?

___/12 – Implementation plan (variable length)

Who will do what? How will you budget your time? What do you want to accomplish by the deadline (it doesn't have to be the whole thing). This must be specific and detailed.

___/8 – Evaluation plan (1 or 2 paragraphs)

How would you know whether your product is enjoyable and addresses the identified needs?

___/8 – Conclusion (1 or 2 paragraphs)

Storyboard (30 points)

___/20 – Good faith effort turned in

___/4 – Coherent

Transitions between scenes are clear. The story doesn't contradict itself.

___/6 – Detailed

Enough information for someone to recreate the game or animation and to know when there will be user input.

Skeleton (20 points)

___/10 – Good faith effort turned in

___/10 – Progress made

Sprites are mostly designed, scenes are there in some form. Notes to self exist (“explosion goes here”).

Final Product (50 points)

___/25 – Good faith effort turned in

___/10 – Follows proposal or proposal modified

The product is recognizable from the original proposal or a revised proposal is turned in with the product.

___/15 – Demonstrates understanding of Scratch programming

Documentation (10 points)

___/5 – Good faith effort turned in

___/5 – Details, screen shots

Someone looking at the document knows what the product is for and can use it.

Group Dynamics (15 points)

___/5 – Good division of labor

Everyone is participating. Everyone has a task they enjoy. If working alone, care is given to separating work into tasks.

___/10 – Creativity

Many ideas are explored, everyone has a say. If working alone, significant brainstorming is done, other students or instructors are used to bounce ideas.