

CSSE2003

Software Engineering Studio

Team Assignment 2 Coversheet

Semester 2, 2009

School of Information Technology and Electrical Engineering
The University of Queensland

We certify that this is our original work and any content that is not our own has been quoted and attributed appropriately. We also declare that we are the students whose names appear below and that the group has taken account of the School of ITEE's statement on student misconduct.

	Student Name	Student Number	Signature	Contribution (%)	Mark (/30)
Team:					
Tutorial:					
Total Mark:					
Marker:					

Date submitted: **Selected program:**

General Comments:

Source Code Description (8 marks) Covers: Quality and thoroughness of source code descriptions, including justification of subset, & identification of patterns.	8	Complete, succinct, precise, informative description of the source code.
	6	Good description of the source code with some minor omissions, repetitions or inconsistencies.
	4	Satisfactory description of the source code.
	2	Inadequate coverage of the source code.
	0	No relevant description of the source code.

Comments:

UML (6 marks) Covers: class diagram(s) – quality, accuracy, readability, appropriate level of detail.	6	High quality, accurate and detailed UML diagram(s).
	4	Good UML diagram(s) with appropriate level of detail, accuracy and readability
	2	Inadequate UML diagram(s) with several defects or omissions.
	0	Seriously flawed UML diagram(s).

Comments:

Criterion	Mark	Standard
Ant build (2 marks) Covers: evidence of Ant documentation and build	2	Clear evidence of understanding of Ant script and building the program using it.
	0	No evidence of understanding of Ant script or building the program using it.

Comments:

Team Learning Journal (5 marks) Covers: team journal – quality, thoroughness, reflection, insight, integration and synthesis of theoretical knowledge and practical experiences.	5	Written evidence of competence in implementing effective learning skills; includes logical and thoughtful references to literature; integrates and refines the team’s experiences through high level of self-reflection.
	4	Demonstrates adequate understanding of software design and discovery learning; describes a variety of experiences and responses that have helped the team develop design skills.
	2	Journal is disorganised, lacks a critical perspective or omits team learning experiences.
	1	Limited description and illogical flow of ideas within individual entries or within the journal overall.
	0	No team journal submitted.

Comments:

Plan (5 marks) Covers: plan for additional investigation (testing, refactoring, extension) – detail, feasibility, internal consistency.	5	Consistently high quality plan for all aspects in the plan.
	3	Good plan with some minor omissions or sections that lack detail.
	1	Inadequate plan with major omissions or sections that lack detail.
	0	Seriously flawed or incomplete plan.

Comments:

Assignment Presentation (2 marks) Covers: complete submission – structure, readability, layout, spelling, grammar.	2	Consistently high quality presentation on all aspects of the assignment.
	1	Satisfactory presentation with several minor failings.
	0	Seriously flawed presentation.

Comments:

Excellence/Innovation (2 marks)	2	Significant demonstration of excellence and/or innovation.
	0	Assignment has no significant level of excellence and/or innovation.

Comments: