

Project 2 Rubric (30% of final grade)

Presentation & Demo in Class (60%)

- Presentation (30%)

- Problem Statement, Software Lifecycle, Frontend/Backend technologies
- Architecture/Interface Diagrams, Explanation
- Testing technologies, Strategies (Whitebox & Blackbox)
- Distribution of team effort described
- Communication Skills
- Time limit
- Q/A

- Demo (30%)

- End-to-end working (landing, frontend, backend)
- Authentication/Security
- Sufficient Functionality
- UI and UX

***Bonus:** Deployment to Cloud, excellent UI, extra efforts put in adding multiple interesting software features, Extensive Testing, wonderful presentation skills, etc, etc....)*

Project 2 Rubric (30% of final grade)

Report Submission (30%)

- Introduction/Background
- Motivation, Project Scope, Project Management
- Literature Review (What are related work out there?)
- Software Technologies
- Project Lifecycle
- Requirements (Functional and Non-Functional)
- Design - Architecture and low-level level diagrams
- Testing - Test Strategy, test cases and outcomes
- UI

***Bonus:** Innovative topic,
Good literature review, great
explanation of SE phases, etc,
etc....*

Project 2 Rubric (30% of final grade)

Code (10%)

- Readme With Clear Instructions to run the code locally as well as on the cloud (if applicable)
- Full Set of Working Code
- Mandatory Technologies Used