GRADING RUBRIC FOR TEAM PROJECTS

<mark>The grading rubric below itemizes the requirements and point value for each of the 4 deliverables for the computer simulator. The grader may give partial credit in increments of .1 . The grade will be posted for each project in the form of 0-100 percent.</mark>

REQUIREMENT	SCORING	PER CENT	ADDITIONAL ADVICE
Deliverable I			
Delivered as working executable file	2.5	50%	Ensure that your executable File will execute on the grader's machine - Test the executable thoroughly
Includes correct user guide which is easy to understand and use.	1	20%	The grader should not have to contact the team for clarification on loading the file
Source code included and well documented	1	20%	Code fully documented with header comments for each module/class file. Comments provided under each section of code describing purpose.
Design notes included	0.5	10%	Design notes provided and match code structure. Clear with respect to description of the classes and code architecture, including additional functions.
Deliverable II			
Delivered as working executable file	4	40%	Ensure that your executable File will execute on the grader's machine - Test the executable thoroughly
understand and use. Demonstration of working Program 1 for the machine included.	2	20%	The grader should not have to contact the team for clarification on installing and executing the project
Source code included and well documented	1	10%	Code fully documented with header comments for each module/class file. Comments provided under each section of code describing purpose.
Design notes included	1	10%	Design notes provided and match code structure. Clear with respect to description of the classes and code architecture, including additional functions.
Program 1 Source Code and Binary code file	2	20%	The source and binary for the Program 1 to be run on your simulator
		100%	
Deliverable III			
Delivered as a working executable file	6	40%	Ensure that your executable File will execute on the grader's machine - Test the executable thoroughly
understand and use. Demonstration of working Program 2 for the machine included.	3	20%	The grader should not have to contact the team for clarification on installing and executing the project
Source and binary code for program 2	3	20%	Code fully documented with header comments for each module/class file. Comments provided under each section of code describing purpose.
Your team's design notes	1.5	10%	Design notes provided and match code structure. Clear with respect to description of the classes and code architecture, including additional functions.
Source code – well documented.	1.5	10%	Code fully documented with header comments for each module/class file. Comments provided under each section of code describing purpose.
		100%	
Deliverable IV			
Your simulator, packaged as a executable file, running programs 1 and 2.	6	40%	executable file runs and all required features work
Updated user guide with demonstrations of program 1 and 2	3	20%	Grader is able to load and execute the program by directly following the user guide. No errors in user guide. Demonstration of working Programs 1 and 2
Files containing programs 1, 2 as machine code.	3	20%	provided. New features described and demonsstrated.
Additional design notes.	1.5	10%	Design notes provided and match code structure. Clear with respect to description of the classes and code architecture, including additional functions.
Source code – well documented.	1.5	10%	Code fully documented with header comments for each module/class file. Comments provided under each section of code describing purpose.