CS 30700: Final Project Presentation Grading Rubric

1 Weekly Reports (1.5 points)
   (a) Your current scrum master should submit weekly team reports to your project coordinator and the instructor.
   (b) Each individual should submit weekly individual reports to their project coordinator.
   (c) Both reports should be submitted via email by 11:59pm EVERY Sunday and roughly align with your revision control commit history.
   (d) No points will be given for late submissions.

2 Presentation and Demo - Part I (6.5 points)
   (a) Problem motivation: describe the problem you were trying to solve.
   Project goals: briefly discuss the goals of your project.
   Design outline: explain your design decisions and justify them quickly.
   (b) Ideally the introduction should be no longer than 2 minutes.
   (c) Demonstrate the main functionality of your project.

3 Presentation and Demo - Part II (5.0 points)
   (a) Demonstrate the newly implemented tasks for Iteration 3.
   (b) This part should be very quick and it will be your only chance to prove that you have implemented the required tasks, according to your Sprint Planning Document.

4 Overall Presentation (2.0 points)
   (a) Organize your presentation intelligently, and speak loud and clear.
   (b) Time yourself early on in your presentation preparation process.
   (c) Do many dry-runs. (it is NOT OPTIONAL!)

Notes
   (a) Each team is allocated 10 minutes. Practice thoroughly and make sure that you dont exceed your allocated time slot.
   (b) There is no dress code for this presentation but business casual would be a smart choice.
   (c) Ensure to plan your presentation well to cover all elements in the rubric.
   (d) Your Iteration 3 should complete the implementation of all the mandatory user stories in your up-to-date Product Backlog Document.

Total: 15 points (15% of your project grade)