

SE1021 Lab9ReportRubric

Name: (filled out by instructor)

Header	Excellent	Acceptable	Poor	Score
Appearance	Layout, headings, tables, figures are pleasing to the eye.	Layout, headings, tables, figures are good, with a few distractions here and there.	Appears thrown together.	
	2	1	0	
Title info	Includes title & all information required by instructor in source code.	Includes title & most information required by instructor.	Includes hardly any information required by instructor.	
	1	0	0	
Introduction	Describes what makes the game unique succinctly without leaving out any key ideas.	Describes what makes the game unique, but some key ideas missing.	Does not describe what makes this game unique.	
	3	2-1	0	
Conclusion	Describes one interesting thing learned while working on the project beyond what was discussed in class, labs, etc. Learning clearly includes significant research or investigation and understanding of the subject.	Describes something mildly interesting learned while working on the project. There is some thought into what was observed that may generalize to future projects.	Does not describe anything interesting or lacks thought about what was learned.	
	3	2-1	0	
User's Perspective	Includes clear description of how the user will interact with the program. All key interactions are described with supporting screenshots.	Includes description of how the user will interact with the program. Some key interactions missing or interaction is not clear – perhaps discrepancy between text and figures.	It is not clear how the user will use this product or key functionality is not described.	
	3	2-1	0	
Requirements	Clearly describes how the requirement was met or exceeded. Or clearly indicates the requirement is not met, describes attempts made to solve the problem, and further things to be tried.	Describes how the requirement was met or exceeded. Or, describes a single attempt that failed to meet the requirement.	Does not give confidence that the requirement was met or describe a single attempt made to meet the requirement.	
	2 per each requirement:	1 per each requirement:	0 per each requirement:	
	File input and output			
	One or more JFrames			
	Two or more event sources			
	One or more action listener			
	One or more non-GUI class			
	Robustly handle exceptions			

Class diagram	All essential classes are included with key variables, methods, and the relationships with other classes. Diagram produced with EA, not screenshot. Instance variables are private or final primitives.	Some key classes, variables, methods, or relationships are missing or at least one class has no relationship marked with any other class.	Many classes, variables, methods, or relationships between classes are missing, inheritance is confused with composition, or layout is extremely sloppy.	
	3	2-1	0	
Design Description	Highlights key classes. Describe the role of all non-trivial classes. Describes some key methods or variables. Describes key relationships indicated in the UML diagram. Gives a clear understanding of the program. Refers to UML diagrams from text.	Describes a few classes and their roles, but there are a few key questions remaining about how the program works. Or perhaps missing references to UML class diagrams.	Structure and operation of program is entirely unclear. Feels like a printout of class comments without any tying together of key themes.	
	3	2-1	0	
Figures & Tables	Refers to figures (e.g. screenshots and class diagrams) throughout text.	Some figures not referenced by text.	Figures never referenced by text.	
	1	0	0	
Mechanics	Negligible errors in grammar or spelling. Sentences read clearly, and use correct words.	Several errors in grammar or spelling. Sentences generally read clearly.	Sentences are poorly written. There are numerous poorly-chosen words and errors in spelling, punctuation, and grammar.	
	1	0	0	
Overall			Max: 32	

Because the accuracy of reports is essential to programmer-client trust, if any claims made in the report are not found implemented in the program, all credit for the report (and perhaps program) will be lost.

Sources:

- Technical Reports
 - <http://ecee.colorado.edu/~mathys/ecen2250/pdf/ReportRubric.pdf>
- My favorite
 - http://eng.auburn.edu/cheweb/rubrics/Technical_Report_Rubric.docx
- Code & Docs
 - http://www.csulb.edu/colleges/coe/cecs/views/programs/undergrad/grade_prog.shtml
- Design including UML class diagram
 - <http://www.cs.gmu.edu/~kdobolyi/cs421/RubricDesign.pdf>