Your Grade

• Attendance at pitch event (letter grade)
• Attendance at classes and discussion section
  – One miss for class/discussion is allowed with excuse, followed by letter grade decrease per miss)
• Participation in class discussion, questions for speakers
• Weekly substantial contributions to Github repository
• Completion of all of the project requirements (next slides)
• Demo performance
  – Judging criteria, amount of work put in, robustness, extensiveness
• Group participation: peer grade to reflect the level of effort and contributions to the project throughout quarter
Capstone Project Requirements (1/2)

• Use of agile development process with per-sprint task tracking (recommended: Trello or PivotalTracker)
• Daily scrums recorded by scribe in shared Google Doc
  – Class/discussion days: last 15mins of class
  – Shared with Instructor, Mentor, TA, and team
• Weekly meetings (virtual is ok) with mentor
• Weekly meeting with TA
• Class/discussion attendance and participation in team activities
  – Bring laptop to class
• Vision statement turned in by deadline (& approved by mentor)
• Draft 1 & 2 of requirements specification turned in by deadline
  – Evolve as you design and prototype; approved by mentor
• Working prototype for base functionality demonstrated in the last week of the quarter
Capstone Project Requirements (2/2)

• Use of a code repository (recommended: GitHub)
  – **Ongoing** contributions by all members **each week**
    • Identify a workflow that works best for your team
    – Can include preparation of requirements documents
• Use of an issue tracker (recommended: Waffle.io)
• Documented code
• Automated unit tests and integration and/or functional tests
  – Code defensively!
• Use of user stories and/or use cases for requirements & design
• Use of UML for system requirements modeling and design
• Wireframes for user interfaces if any
• Complete 4 2-week sprints, record retrospectives and planning for each