

CS121 Prototype 2 Team Evaluation Form

Design/development process	Disagree				Agree
1. The game design document is well written and clearly describes the alpha release.	0	1	2	3	4
2. All major use cases are identified and elaborated	0	1	2	3	4
3. UML Class diagram identifies and elaborates the major classes and their relationships.	0	1	2	3	4
4. UML sequence diagrams describe all major use cases	0	1	2	3	4
5. The design illustrates good design principles.					
6. The design critique articulates the design choices made by the team.	0	1	2	3	4
7. The code is well written and documented.	0	1	2	3	4
8. The test plan is well conceived and executed.	0	1	2	3	4
9. The final report describes the design/development process including contributions of team members.	0	1	2	3	4
	0	1	2	3	4
Management					
10. Goals and task needed to complete the alpha release were clearly identified in a timely way.	0	1	2	3	4
11. Risks were analyzed and reported regularly.	0	1	2	3	4
12. The trac/wiki was used effectively to document progress.	0	1	2	3	4
13. The class presentation/demo was clear and informative.	0	1	2	3	4
	0	1	2	3	4
Results					
14. The alpha release achieved or exceeded expectations	0	1	2	3	4
15. Expectations were appropriate					