



Class Project

Third Stage
User Interface Design

Some Advice (1)

- ◆ Real extended use case description
 - Purchase ticket
 - Change ticket date/time
- ◆ Screen layout
- ◆ Sequence diagram
 - Class diagram given!
- ◆ Statechart

Some Advice (2)

- ◆ Self and peer assessment
 - Evaluate all members that participated in any stage including yourself!
 - Assessment aspects
 - Level of enthusiasm/participation
 - Suggesting ideas
 - Understanding what was required
 - Organising the group and ensuring things got done

Some Advice (3)

- Assessment scale
 - 3 for ‘better than most of the group in this respect’
 - 2 for ‘about average for this group in this respect’
 - 1 for ‘not as good as most of the group in this respect’
 - 0 for ‘no help at all in this respect’
 - -1 for ‘a hindrance to the group in this respect’
- $PAF = TotalPAM / GroupAveragePAM$
- $PAA = 0.6 + (0.4 * PAF)$
- Personal Project Mark = (Total Stage Marks) * PAA
- ◆ People that do not fill in the form are penalised!
 - Assess themselves as 0