

COSC 340 - Group Demo #2

Overview

- Each student must be present to receive the grade.
- Demo must be run on one of the group members' laptop and connect to the projector.
- Have demo **ready**. No excuses accepted (e.g. "code won't compile", "it was working earlier", "laptop died", etc.).
- Your responsibility to get the demo working when it is time for your group to present.
- Your responsibility to make sure the computer can connect to the projector.

Process

- Be ready to connect to the projector ASAP when your time comes.
- Entire group should stand in the front of the class.
- Up to you on who does the actual presenting.
- You have exactly 5 minutes to demo. I will use a timer.
- When not demoing, quietly watch the other demos.

Content

- Pretend we know nothing about your project.
- Walk me through (1) the big problem your app tries to solve and (2) how it tries to solve it from a high-level.
- Demonstrate the main features of your app.
- Stick to the demo.

Grading

- The grading rubric will consist of:
 - Improvements from the first demo
 - App features
 - User interface
 - Demo organization, clarity, and timeliness
- Each student in a group's demo grade will be the same *unless* there are major discrepancies in their individual contribution and the other members' contribution or the student is absent for the demo.