

## SA Presentation Marking Key      Group \_\_\_\_\_ Mark \_\_\_\_\_/40

	Individual	Group
Give a brief introduction to the game <ul style="list-style-type: none"> <li>• What is the name of your game?</li> <li>• What is the goal?</li> <li>• Pretend your game is a story. Tell us the story.</li> </ul>		/4
Introduce Group Members (Have each person briefly describe their roll as you introduce them.)		/1
Storyboard slides (marked separately).		
Introduce project using Context Diagram and any sample screen shots.		/3
Break down project with diagram 0. <ul style="list-style-type: none"> <li>• Who is responsible for each sub-system?</li> </ul>		/6
Walkthrough of a global use case involving all members and showing which data is passed between sub-systems.		/6
Person _____ Individual mark ____/20 Re-introduce yourself (Have your asn 0 nickname on each slide as you talk) Introduce your feature (ensure you explain its role in the overall project) Tell how high of a priority your feature is Walk through your use case and class diagrams Estimate the complexity of the work relative to the other features Answer any questions	 /1 /4 /2 /7 /2 /4	
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As a group answer any questions.		
Group total		/20