

COMP 345 Assignment Demo Guidelines

1. Only the team that has the current slot reserved for its demo is allowed to be present inside the lab. Other students will have to wait outside the lab.
2. Appropriate examination decorum should be maintained within the lab while a demo is in progress.
3. No time beyond the allotted time-slot for the demo will be provided to any team for any reason.
4. The demo should be done using the code submitted by the team on the EAS website. No changes to that code will be allowed.
5. Students need to download their submitted code from the EAS website and set it up for presentation at the beginning of their allotted time-slot, i.e. the setup time is included within the time-slot and no additional time will be provided for it.
6. It is your responsibility to prepare your presentation to present **all the parts** of your assignment **within the allocated time**. You will receive **zero** for the grading elements that you did not have time to present when your allocated time is done. Read the grading scheme in advance and prepare your presentation accordingly.
7. It is the responsibility of the team giving the presentation to be able to demonstrate clearly and completely that all the requirements of the assignment are being fulfilled by their submitted project.
8. If the output does not demonstrate the correct/required behaviour as per the assignment description and grading scheme, no marks will be awarded for that feature.
9. Partial marking based on the implementation of a feature will be done only if the presentation of the rest of the features has been completed and there is still time left from the allotted slot. Kindly note that these will be only **partial marks**.
10. Grade negotiations are not allowed during the examination. If you don't agree with the grading, contact the marker and the instructor after the demonstration.
11. In case a team misses their allotted time-slot and requires a reschedule, **30%** of the total marks for the assignment will be deducted as penalty.
12. The grading scheme is meant as a guide for the marks distribution, it should not be assumed to contain all the details of the requirements. The assignment handout should be referred to for the details.
13. In case there are **conflicts** between the rules of the game on the official game website and on the assignment handout, only the ones on the assignment/project handout will be accepted.
14. Teams are requested to name their submitted file for assignment 3 as "**a3_team#**", where # represents the team number. E.g. team 1 would name their file "a3_team1".
15. Each assignment should be submitted **only once per team** by only one of the members in the team. When a team tries to reserve a demo time-slot, it should indicate the email ID of the person who submits the assignment.