

- (1) Project's title, including originality (10%)
- (2) Motivation, including creativity and novelty (20%)
- (3) Possible customers (or application scenario) (10%)
- (4) Possible development tools and environments (10%)
- (5) User's requirement, vision statement, or software specification (40%)
- (6) Goal or expected results (10%)

Group: **1**
 Member: **60147048S**
 Title: **加油 好嗎!**

最後更新日期:

2013/6/19
 1:31 AM

Milestone 1	Title (10%)	Moti (20%)	Scen. (10%)	Tool (10%)	Req. (40%)	Goal (10%)	Sum
1	9	18	10	10	38	9	94
2	7	18	10	10	35	8	88
3	10	18	10	10	38	8	94
4	9	18	9	10	37	9	92
5	8	19	10	10	37	8	92
6	8	15	8	8	30	7	76
7	9	20	8	9	39	10	95
8	8	15	8	8	35	8	82
9	5	10	5	10	30	5	65
10	10	18	9	9	20	7	73
11	9	18	9	9	38	8.5	91.5
12	8	18	9	9	35	8	87
13	9	18	10	10	35	10	92
14							
15	9	15	9	9	35	8	85
16	8	16	8	8	36	9	85
17	6	15	9	9	35	9	83
18	8	15	9	8	35	8	83
19	9	18	8	10	35	9	89
20	8	20	10	10	32	10	90
21	8	17	8	7	38	8	86
22	9	18	9	10	36	9	91
23	10	20	10	10	35	5	90
24							
25							
Avg.	8.36	17.14	8.86	9.23	34.73	8.20	86.52

Peer Comments:

是否能有附近最低價功能
 非常貼近生活的主题、也有整合性的功能、方便使用者
 實用的app
 油價的資訊較常更新，維護上有些疑慮
 好像有類似的app在市面上
 名字蠻有創意
 很實用!

- (1) Brief summary: Title, motivation, customers, requirements, and development environment. (10%)
- (2) Project's plan: E.g., Goal, expected results, teaming (workload sharing), execution plan, schedule, etc. (2)
- (3) Project's OO design and analysis: Use any analysis tools that would help. For example, feature list, use case (diagram), class diagram, etc. (60%)
- (4) Expected challenges: Expected or encountered challenges and potential solutions. Why and how? (10%)

Group: **1**
 Member: **60147048S**
 Title: **加油 好嗎!**

最後更新日期:

2013/6/19
 1:31 AM

Milestone 2	Brief(10%)	Plan(20%)	OOAD(60%)	Chall.(10)			Sum
1	10	20	59	9			98
2	9	10	67	9			95
3							
4	8	17	57	8			90
5	10	20	59	10			99
6	8	17	56	8			89
7	10	18	58	7			93
8	8	16	55	8			87
9	9	18	60	8			95
10	10	20	59	10			99
11	9	18	39	10			76
12	8	15	53	8			84
13	7	14	52	8			81
14	9	18	58	8			93
15	7	18	57	8			90
16	10	17	52	8			87
17	8	15	50	5			78
18	9	16	55	7			87
19	8	18	55	7			88
20	10	20	52	10			92
21	10	20	50	10			90
22	9	15	58	9			91
23	9	18	50	9			86
24							
25							
Avg.	8.86	17.18	55.05	8.36			89.45

Peer Comments:

利用現有的資訊做整合、很厲害!Class diagram?
 甘特圖不錯、沒 class 圖? 已有類似的 app 在市面上，有點可惜
 use case 蠻清楚的、class的分析可以加入、希望可以如期完成!
 如果可以比較附近車行的機油錢跟評價
 Interface已想清楚

- (1) Look-and-Feel (10%)
- (2) Friendliness (10%)
- (3) Completeness and functionality: e.g., how the interface interacts with the system. (10%)
- (4) Input checking: e.g., How the input is handled. (10%)
- (5) Final system analysis (20%)
- (6) Demo (40%)

Group: **1**
 Member: **60147048S**
 Title: **加油 好嗎!**

最後更新日期:

2013/6/19
 1:31 AM

Milestone 3/4	Look(10%)	Friendly (10%)	Comp.(10%)	Check (10%)	Analysis (20%)	Demo (40%)	Sum
1	10	10	10	10	18	40	98
2	7	8	8	8	12	33	76
3	8	9	9	10	15	35	86
4	8	7	8	8	18	36	85
5	9	9	9	8	12	35	82
6	9	8	10	8	17	36	88
7	10	10	9	10	18	38	95
8	10	10	10	10	20	35	95
9	10	10	10	10	15	40	95
10	8	8	8	9	17	38	88
11	10	10	10	9	20	39	98
12	10	10	7	10	15	38	90
13	9	9	9	9	18	35	89
14							
15	8	8	8	8	18	36	86
16	8	8	7	8	18	37	86
17	9	8	8	8	18	35	86
18	8	8	7	8	17	37	85
19	10	9	10	10	18	40	97
20	8	9	9	8	18	36	88
21	9	8	9	9	18	38	91
22	7	8	7	8	15	30	75
23	8	7	7	8	17	36	83
24							
25							
Avg.	8.77	8.68	8.59	8.82			88.27

Peer Comments:

非常完整

很會結合API資源、真厲害!

3D圖很酷，做的很好!

Demo看起來使用很方便，最後的分析和分享蠻棒的!

Android 尺寸不一，icon與圖示怎麼去依screen大小去調整?

- (1) Project's title, including originality (10%)
- (2) Motivation, including creativity and novelty (20%)
- (3) Possible customers (or application scenario) (10%)
- (4) Possible development tools and environments (10%)
- (5) User's requirement, vision statement, or software specification (40%)
- (6) Goal or expected results (10%)

Group: **2**

Member: **498470352 498470120 498470431**

Title: **Tag Man**

Milestone 1	Title (10%)	Moti (20%)	Scen. (10%)	Tool (10%)	Req. (40%)	Goal (10%)	Sum
1	10	20	9	10	38	9	96
2							
3	10	20	10	9	39	10	98
4	9	18	9	10	37	9	92
5	8	19	10	10	37	8	92
6	8	18	7	7	34	7	81
7	9	20	9	10	40	9	97
8	9	15	8	7	38	8	85
9	8	15	8	10	35	8	84
10	3	18	8	8	28	5	70
11	9	20	10	10	38	10	97
12	9	20	9	9	38	9	94
13	10	20	10	10	35	10	95
14	10	16	10	8	35	10	89
15	9	18	8	9	38	8	90
16	8	18	8	8	37	9	88
17							
18							
19	9	18	8	10	35	9	89
20	8	20	10	10	35	10	93
21	9	18	9	9	38	9	92
22	7	16	7	8	36	9	83
23	10	15	10	10	40	5	90
24							
25							
Avg.	8.60	18.10	8.85	9.10	36.55	8.55	89.75

Peer Comments:

如何標記? 初始標記? 如何增加標記? 如果檔案換目錄?

很有用的軟體, 但路徑的問題如能解決會更好

動機很有創意

標籤是否能搜尋

很實用

PPT字太小, 報告方式很有趣

- (1) Brief summary: Title, motivation, customers, requirements, and development environment. (10%)
- (2) Project's plan: E.g., Goal, expected results, teaming (workload sharing), execution plan, schedule, etc. (2)
- (3) Project's OO design and analysis: Use any analysis tools that would help. For example, feature list, use case (diagram), class diagram, etc. (60%)
- (4) Expected challenges: Expected or encountered challenges and potential solutions. Why and how? (10%)

Group: **2**

Member: **498470352 498470120 498470431**

Title: **Tag Man**

Milestone 2	Brief(10%)	Plan(20%)	OOAD(60%)	Chall.(10)			Sum
1	10	20	60	10			100
2	9	9	65	9			92
3	9	18	52	10			89
4	7	17	56	8			88
5	10	20	59	10			99
6	9	18	57	8			92
7	9	16	58	9			92
8	8	17	57	8			90
9	9	18	60	8			95
10	10	18	57	10			95
11	9	17	45	8			79
12	8	18	53	8			87
13	7	15	54	8			84
14	8	18	58	8			92
15							
16	8	15	54	8			85
17							
18							
19	8	17	54	8			87
20	10	18	50	10			88
21	10	20	50	10			90
22							
23							
24							
25							
Avg.	8.78	17.17	55.50	8.78			90.22

Peer Comments:

很實用

講的有點快，但覺得是很實用的程式

投影片字太小

檔案類型有無考慮?

- (1) Look-and-Feel (10%)
- (2) Friendliness (10%)
- (3) Completeness and functionality: e.g., how the interface interacts with the system. (10%)
- (4) Input checking: e.g., How the input is handled. (10%)
- (5) Final system analysis (20%)
- (6) Demo (40%)

Group: **2**

Member: **498470352 498470120 498470431**

Title: **Tag Man**

Milestone 3/4	Look(10%)	Friendly (10%)	Comp.(10%)	Check (10%)	Analysis (20%)	Demo (40%)	Sum
1	10	10	10	10	19	40	99
2	8	9	9	8	13	38	85
3	6	9	10	9	17	30	81
4	8	7	8	8	18	38	87
5	8	8	8	9	15	35	83
6	7	8	10	9	18	38	90
7	10	8	9	10	12	38	87
8	10	10	10	10	20	35	95
9	10	10	10	10	15	35	90
10	7	8	7	7	17	37	83
11	8	10	10	9	18	40	95
12							
13	9	9	8	10	18	38	92
14	9	8	9	8	17	37	88
15	8	8	8	8	18	35	85
16	7	7	9	9	18	36	86
17	7	8	10	8	16	35	84
18	8	7	8	7	18	37	85
19	9	9	10	9	18	40	95
20	8	9	9	8	18	36	88
21	8	8	10	9	18	39	92
22							
23							
24							
25							
Avg.	8.25	8.50	9.10	8.75			88.50

Peer Comments:

有自己的logo很好!

介面中规中矩

- (1) Project's title, including originality (10%)
- (2) Motivation, including creativity and novelty (20%)
- (3) Possible customers (or application scenario) (10%)
- (4) Possible development tools and environments (10%)
- (5) User's requirement, vision statement, or software specification (40%)
- (6) Goal or expected results (10%)

Group: **3**

Member: **60147031S 60147036S**

Title: **學習卡片箱**

Milestone 1	Title (10%)	Moti (20%)	Scen. (10%)	Tool (10%)	Req. (40%)	Goal (10%)	Sum
1	8	19	9	10	37	9	92
2	7	19	10	10	37	7	90
3	9	18	10	10	38	9	94
4	9	17	8	10	35	9	88
5	7	18	9	10	36	8	88
6	9	18	8	8	35	8	86
7	10	20	9	9	40	9	97
8	8	18	8	7	37	8	86
9	6	10	7	10	30	8	71
10	3	18	7	8	30	7	73
11	8	18	8	9	36	8	87
12	7	18	9	8	35	8	85
13	9	17	10	10	30	10	86
14	9	18	10	10	35	8	90
15							
16							
17	3	10	6	9	30	7	65
18	7	17	8	8	33	9	82
19	8	17	7	8	35	8	83
20	10	20	10	10	35	10	95
21	8	17	8	8	38	9	88
22	9	20	9	10	36	10	94
23	5	20	10	10	35	10	90
24							
25							
Avg.	7.57	17.48	8.57	9.14	34.90	8.52	86.19

Peer Comments:

卡片集? 每格幾張可設定嗎? 怎麼驗證?

台風穩健、動機來源為一本書很特別，目標也許可以更夕擴充性或彈性

希望單字的解答部分能完整，以增加學習目的

選擇"忘記"移到上一箱，有可能在第一箱訊息塞爆

好像過程一般人比較不會用到學習卡

將理論實作成app蠻cool的

如何在fb互動使用? 獎勵是指? (不明確)

- (1) Brief summary: Title, motivation, customers, requirements, and development environment. (10%)
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- (3) Project's OO design and analysis: Use any analysis tools that would help. For example, feature list, use case (diagram), class diagram, etc. (60%)
- (4) Expected challenges: Expected or encountered challenges and potential solutions. Why and how? (10%)

Group: **3**

Member: **60147031S 60147036S**

Title: **學習卡片箱**

Milestone 2	Brief(10%)	Plan(20%)	OOAD(60%)	Chall.(10)			Sum
1	10	20	58	10			98
2	9	9	65	9			92
3	10	18	51	9			88
4	7	17	55	8			87
5	10	19	55	8			92
6	8	18	57	8			91
7	10	18	56	8			92
8	8	16	55	8			87
9	9	18	60	8			95
10	10	15	55	10			90
11	8	10	49	7			74
12	8	15	50	8			81
13	8	12	50	7			77
14	9	18	58	9			94
15	7	17	56	7			87
16	10	15	50	8			83
17	7	15	45	6			73
18	8	18	50	8			84
19							
20	10	17	50	8			85
21	10	15	55	10			90
22							
23							
24							
25							
Avg.	8.80	16.00	54.00	8.20			87.00

Peer Comments:

蠻有規畫的，工作分配好像差太多，另一位很輕鬆？

計畫有甘特圖不錯， class diagram 有點不清楚

分析使用了很多diagram有助了解，分工可使用pair programming

DB的OO很難

發音怎麼做？

- (1) Look-and-Feel (10%)
- (2) Friendliness (10%)
- (3) Completeness and functionality: e.g., how the interface interacts with the system. (10%)
- (4) Input checking: e.g., How the input is handled. (10%)
- (5) Final system analysis (20%)
- (6) Demo (40%)

Group: **3**

Member: **60147031S 60147036S**

Title: **學習卡片箱**

Milestone 3/4	Look(10%)	Friendly (10%)	Comp.(10%)	Check (10%)	Analysis (20%)	Demo (40%)	Sum
1	10	10	9	10	18	39	96
2	7	7	7	8	12	30	71
3	7	8	7	9	15	30	76
4	7	7	7	8	17	36	82
5	7	10	8	7	15	35	82
6	8	9	9	8	18	36	88
7	10	9	9	10	17	38	93
8	10	10	10	10	20	35	95
9	10	10	10	10	15	35	90
10	7	8	7	8	17	38	85
11	8	7	7	7	16	39	84
12	10	10	9	9	16	39	93
13							
14	9	7	8	7	17	38	86
15							
16	8	8	9	9	18	38	90
17	9	9	7	8	16	35	84
18	7	7	8	8	18	35	83
19	9	9	8	10	18	40	94
20	8	8	9	9	18	36	88
21	9	9	9	9	19	38	93
22	7	8	7	9	15	30	76
23	7	8	8	7	18	36	84
24							
25							
Avg.	8.29	8.48	8.19	8.57			86.33

Peer Comments:

能否支援其他語言

介面蠻好看的，結合奇摩更強大，很實用!

很實用，若能自己決定學習官容會更好用

介面風格偏黑

- (1) Project's title, including originality (10%)
- (2) Motivation, including creativity and novelty (20%)
- (3) Possible customers (or application scenario) (10%)
- (4) Possible development tools and environments (10%)
- (5) User's requirement, vision statement, or software specification (40%)
- (6) Goal or expected results (10%)

Group: **4**

Member: **60147017S 60147006S 60147002S**

Title: **Assistant Wang**

Milestone 1	Title (10%)	Moti (20%)	Scen. (10%)	Tool (10%)	Req. (40%)	Goal (10%)	Sum
1	9	18	8	10	36	9	90
2	8	20	10	10	35	6	89
3	10	18	10	10	38	8	94
4	9	17	8	10	35	8	87
5	7	18	9	10	37	8	89
6	8	17	8	8	36	8	85
7	9	19	10	10	39	9	96
8							
9							
10							
11	8	18	8	10	36	10	90
12	10	18	9	9	38	9	93
13	10	20	10	10	38	10	98
14	10	16	10	10	35	9	90
15	9	15	8	9	38	8	87
16	8	18	8	8	36	9	87
17	5	10	8	9	30	5	67
18	8	15	8	9	38	8	86
19	9	18	10	10	35	9	91
20	8	20	10	10	35	10	93
21	7	17	9	8	39	9	89
22	9	18	9	10	36	9	91
23	10	20	10	10	30	10	90
24							
25							
Avg.	8.55	17.50	9.00	9.50	36.00	8.55	89.10

Peer Comments:

scope 太大

計畫聽起來很有趣且也是生活上遇到的問題，不過目標有點大，情境不明確

感覺實用度不太高

中途修改菜單有些疑慮

目標很宏大

決定座位帶位的策略應該不容易

- (1) Brief summary: Title, motivation, customers, requirements, and development environment. (10%)
- (2) Project's plan: E.g., Goal, expected results, teaming (workload sharing), execution plan, schedule, etc. (2)
- (3) Project's OO design and analysis: Use any analysis tools that would help. For example, feature list, use case (diagram), class diagram, etc. (60%)
- (4) Expected challenges: Expected or encountered challenges and potential solutions. Why and how? (10%)

Group: **4**

Member: **60147017S 60147006S 60147002S**

Title: **Assistant Wang**

Milestone 2	Brief(10%)	Plan(20%)	OOAD(60%)	Chall.(10)			Sum
1	9	19	60	10			98
2	8	8	62	8			86
3	8	10	52	9			79
4	8	18	56	8			90
5	10	19	58	8			95
6	8	18	58	8			92
7	8	16	58	8			90
8	8	17	57	8			90
9	8	18	60	8			94
10	10	20	60	10			100
11							
12							
13							
14	8	18	59	7			92
15	8	18	55	8			89
16	8	15	50	8			81
17	8	16	50	5			79
18	9	18	57	8			92
19	8	18	55	8			89
20	10	18	52	8			88
21	10	20	59	9			98
22							
23							
24							
25							
Avg.	8.56	16.89	56.56	8.11			90.11

Peer Comments:

好強大呀!

分析的很詳細

分析得蠻詳細的，AI設計很重要

UI 很重要，有上菜的機制嗎? 用餐時間怎麼估計

- (1) Look-and-Feel (10%)
- (2) Friendliness (10%)
- (3) Completeness and functionality: e.g., how the interface interacts with the system. (10%)
- (4) Input checking: e.g., How the input is handled. (10%)
- (5) Final system analysis (20%)
- (6) Demo (40%)

Group: **4**

Member: **60147017S 60147006S 60147002S**

Title: **Assistant Wang**

Milestone 3/4	Look(10%)	Friendly (10%)	Comp.(10%)	Check (10%)	Analysis (20%)	Demo (40%)	Sum
1	10	10	10	10	20	39	99
2							
3							
4							
5	10	9	9	8	18	35	89
6	7	7	8	8	13	30	73
7	10	10	8	10	18	38	94
8	10	10	10	10	20	35	95
9	10	8	8	5	14	25	70
10	8	8	8	6	17	38	85
11	10	10	10	8	19	40	97
12	10	10	9	10	17	39	95
13	9	9	9	9	18	38	92
14	10	9	8	7	18	38	90
15	8	7	7	8	18	36	84
16	8	8	9	8	17	37	87
17	10	10	10	9	18	38	95
18	8	8	8	7	16	36	83
19	10	10	10	10	20	40	100
20	8	9	9	9	18	39	92
21	10	10	9	9	19	39	96
22	8	7	8	8	15	35	81
23	8	8	7	8	18	37	86
24							
25							
Avg.	9.10	8.85	8.70	8.35			89.15

Peer Comments:

能否混合點餐

介面好專業!強大哦! 快寄信吧!

設計有質感，操作方便，菜色介紹有圖片，訂位時可考慮有配置圖

王品客人多，如果request 增加，server可能無法負荷

- (1) Project's title, including originality (10%)
- (2) Motivation, including creativity and novelty (20%)
- (3) Possible customers (or application scenario) (10%)
- (4) Possible development tools and environments (10%)
- (5) User's requirement, vision statement, or software specification (40%)
- (6) Goal or expected results (10%)

Group: **5**

Member: **498470326 498470223**

Title: **Sketch 手繪風遊戲**

Milestone 1	Title (10%)	Moti (20%)	Scen. (10%)	Tool (10%)	Req. (40%)	Goal (10%)	Sum
1	9	19	10	10	40	9	97
2	7	20	10	10	38	6	91
3							
4							
5	9	19	8	10	38	9	93
6	9	18	8	9	38	8	90
7	10	20	9	9	39	10	97
8	7	17	7	8	35	8	82
9	6	12	6	10	30	7	71
10	6	18	9	9	33	8	83
11	9	18	8	9	38	10	92
12	9	18	9	9	38	10	93
13	9	18	10	10	40	10	97
14	9	20	10	10	36	10	95
15	9	15	7	9	30	8	78
16	8	19	8	8	36	8	87
17	8	10	7	9	30	7	71
18	5	18	7	9	36	10	85
19	9	19	8	9	35	9	89
20	8	18	10	10	35	10	91
21	9	19	9	8	39	9	93
22	9	18	9	10	40	9	95
23	10	20	10	10	40	10	100
24							
25							
Avg.	8.29	17.76	8.52	9.29	36.38	8.81	89.05

Peer Comments:

關卡設計難度? 有預設圖嗎?

主題特別、使用者情境感覺有趣，使用者畫過的圖會儲存下來供下次玩的選擇嗎?

玩家畫魔王? 玩家應該是要期待魔王長怎樣才對吧?

有創意，好像很好玩

可以讓使用者自己繪製加入製作遊戲超cool的

- (1) Project's title, including originality (10%)
- (2) Motivation, including creativity and novelty (20%)
- (3) Possible customers (or application scenario) (10%)
- (4) Possible development tools and environments (10%)
- (5) User's requirement, vision statement, or software specification (40%)
- (6) Goal or expected results (10%)

Group: **5**

Member: **498470326 498470223**

Title: **Sketch 手繪風遊戲**

Milestone 2	Brief(10%)	Plan(20%)	OOAD(60%)	Chall.(10)			Sum
1	10	20	60	9			99
2	9	9	66	9			93
3	10	17	58	10			95
4							
5							
6	8	18	57	7			90
7	10	18	58	8			94
8	8	17	57	8			90
9	8	18	58	8			92
10	10	18	58	10			96
11	9	16	52	10			87
12	8	17	52	8			85
13	8	14	42	8			72
14	7	17	57	9			90
15	7	18	57	9			91
16	10	15	57	8			90
17	8	17	45	6			76
18	9	18	56	7			90
19	8	18	53	7			86
20	10	17	50	8			85
21	10	20	55	10			95
22							
23							
24							
25							
Avg.	8.79	16.95	55.16	8.37			89.26

Peer Comments:

好期待哦!

很特別的遊戲

class diagram 和use case 清楚

如何到數? 為什麼鎖舊關卡?

- (1) Look-and-Feel (10%)
- (2) Friendliness (10%)
- (3) Completeness and functionality: e.g., how the interface interacts with the system. (10%)
- (4) Input checking: e.g., How the input is handled. (10%)
- (5) Final system analysis (20%)
- (6) Demo (40%)

Group: **5**

Member: **498470326 498470223**

Title: **Sketch 手繪風遊戲**

Milestone 3/4	Look(10%)	Friendly (10%)	Comp.(10%)	Check (10%)	Analysis (20%)	Demo (40%)	Sum
1	10	9	8	9	20	37	93
2	8	7	7	7	16	30	75
3	7	9	7	9	16	30	78
4	8	7	7	8	17	37	84
5	7	9	6	6	13	30	71
6	10	8	6	7	17	37	85
7	9	8	7	10	18	36	88
8	10	10	5	10	20	40	95
9	10	10	10	10	20	40	100
10							
11							
12	10	10	7	9	17	39	92
13	8	9	9	9	18	35	88
14	10	8	8	8	18	38	90
15	8	8	8	8	19	37	88
16	8	8	8	8	17	37	86
17	9	8	7	8	18	35	85
18	8	7	7	9	19	37	87
19	10	9	8	9	20	39	95
20	8	9	9	9	18	37	90
21	8	7	7	7	19	37	85
22	6	7	8	7	15	30	73
23	9	8	7	8	17	36	85
24							
25							
Avg.	8.62	8.33	7.43	8.33			86.33

Peer Comments:

小畫家真強大! 很有創意，可攻擊時加音效!

很有趣! 做的很好

整體設計很有手繪風，功能若完成會更棒

時間不夠很可惜，遊戲設計概念很不著

- (1) Project's title, including originality (10%)
- (2) Motivation, including creativity and novelty (20%)
- (3) Possible customers (or application scenario) (10%)
- (4) Possible development tools and environments (10%)
- (5) User's requirement, vision statement, or software specification (40%)
- (6) Goal or expected results (10%)

Group: **6**

Member: **60147043S**

Title: **節奏小Tutor**

Milestone 1	Title (10%)	Moti (20%)	Scen. (10%)	Tool (10%)	Req. (40%)	Goal (10%)	Sum
1	9	19	9	10	38	9	94
2	8	19	10	10	36	7	90
3	10	20	10	10	39	10	99
4	9	18	9	10	37	9	92
5	8	18	8	10	36	8	88
6	8	18	8	8	38	9	89
7	10	19	9	9	39	9	95
8	9	17	8	8	37	8	87
9	6	13	7	10	35	8	79
10	6	15	7	9	29	9	75
11	10	18	10	9	38	9	94
12	8	18	9	9	38	9	91
13	9	20	10	10	38	10	97
14	10	18	10	10	35	9	92
15	9	18	9	9	38	9	92
16	8	17	8	8	35	9	85
17	7	15	10	10	30	5	77
18	6	19	8	9	37	9	88
19	8	19	9	9	35	8	88
20	8	18	10	10	35	10	91
21	8	17	8	9	38	10	90
22	9	20	9	10	36	10	94
23							
24							
25							
Avg.	8.32	17.86	8.86	9.36	36.23	8.77	89.41

Peer Comments:

主題有教育意義又不失娛樂，想問最後的評分或回饋機制如何？
感覺很難完成

- (1) Brief summary: Title, motivation, customers, requirements, and development environment. (10%)
- (2) Project's plan: E.g., Goal, expected results, teaming (workload sharing), execution plan, schedule, etc. (2)
- (3) Project's OO design and analysis: Use any analysis tools that would help. For example, feature list, use case (diagram), class diagram, etc. (60%)
- (4) Expected challenges: Expected or encountered challenges and potential solutions. Why and how? (10%)

Group: **6**

Member: **60147043S**

Title: **節奏小Tutor**

Milestone 2	Brief(10%)	Plan(20%)	OOAD(60%)	Chall.(10)			Sum
1	9	19	58	9			95
2	8	8	65	9			90
3	10	17	53	10			90
4	7	18	56	9			90
5	10	19	57	9			95
6	9	18	58	8			93
7	10	18	56	9			93
8	8	18	57	8			91
9	8	18	58	8			92
10	10	20	58	10			98
11	8	15	51	8			82
12	8	17	53	8			86
13	7	12	45	9			73
14	8	19	56	9			92
15	7	16	56	8			87
16	10	17	55	8			90
17	8	10	40	7			65
18	8	17	58	7			90
19	8	18	53	7			86
20	10	18	52	10			90
21							
22							
23	9	15	50	10			84
24							
25							
Avg.	8.57	16.52	54.52	8.57			88.19

Peer Comments:

很詳細

文字方面的分析不錯，還可以多點圖示，規畫上能更具體

大致上都還不錯

如果user只想用難度"4"的題目，那麼"3"出現的機率高嗎？

會做 help me 嗎？題目的個數為何？如何存檔？題庫的出題順序為何？答題時間如何限時？

- (1) Look-and-Feel (10%)
- (2) Friendliness (10%)
- (3) Completeness and functionality: e.g., how the interface interacts with the system. (10%)
- (4) Input checking: e.g., How the input is handled. (10%)
- (5) Final system analysis (20%)
- (6) Demo (40%)

Group: **6**

Member: **60147043S**

Title: **節奏小Tutor**

Milestone 3/4	Look(10%)	Friendly (10%)	Comp.(10%)	Check (10%)	Analysis (20%)	Demo (40%)	Sum
1	10	10	9	10	19	39	97
2	6	9	8	8	12	36	79
3	8	9	10	10	18	33	88
4	7	7	8	8	18	35	83
5	8	10	9	8	15	36	86
6	9	9	8	8	18	37	89
7	10	9	9	10	18	38	94
8							
9	10	10	10	10	15	35	90
10	8	6	8	8	17	38	85
11	10	10	10	9	19	40	98
12	10	8	8	10	17	38	91
13	9	9	9	9	19	38	93
14	10	9	9	8	18	38	92
15	8	8	7	8	18	37	86
16	8	8	8	7	18	36	85
17	8	7	7	8	15	35	80
18	8	8	10	8	18	38	90
19	7	9	9	10	18	38	91
20	8	8	8	9	19	38	90
21	9	9	8	8	18	38	90
22	7	8	9	8	17	35	84
23	7	8	7	8	16	33	79
24							
25							
Avg.	8.41	8.55	8.55	8.64			88.18

Peer Comments:

是否有排名機制

啟始動畫有加音樂的話會更好，可以再加測驗級數

做的很美觀! 網頁版也很好

使用時有提示文字說明會更好，若有歷史分數紀錄更棒

介面很可愛，寓教於樂的概念很好

寓教於樂的APP! Good

- (1) Project's title, including originality (10%)
- (2) Motivation, including creativity and novelty (20%)
- (3) Possible customers (or application scenario) (10%)
- (4) Possible development tools and environments (10%)
- (5) User's requirement, vision statement, or software specification (40%)
- (6) Goal or expected results (10%)

Group: **7**

Member: **60047065S 60147039S 60047018S**

Title: **Sport Shoe Searching System**

Milestone 1	Title (10%)	Moti (20%)	Scen. (10%)	Tool (10%)	Req. (40%)	Goal (10%)	Sum
1	8	19	10	10	39	9	95
2	6	18	10	10	35	8	87
3	9	17	10	10	38	8	92
4	9	17	8	10	35	9	88
5							
6							
7							
8	7	15	8	8	34	8	80
9	5	5	5	10	25	5	55
10	8	15	7	5	30	7	72
11	8	18	8	9	38	8	89
12	8	18	9	8	35	8	86
13	9	20	10	10	35	10	94
14	8	16	10	8	35	9	86
15	9	10	9	9	35	8	80
16	8	16	8	8	36	9	85
17	2	10	10	10	35	10	77
18	8	12	7	7	37	9	80
19	9	17	8	8	35	8	85
20	7	18	10	10	35	10	90
21	7	18	9	8	38	9	89
22	8	18	9	10	36	9	90
23	5	15	10	10	35	10	85
24							
25							
Avg.	7.40	15.60	8.75	8.90	35.05	8.55	84.25

Peer Comments:

主題貼近生活，但使用者情境不明確，能否解決不敢開口的
還是需要知道自已的資料才能使用，實用度不大

- (1) Brief summary: Title, motivation, customers, requirements, and development environment. (10%)
- (2) Project's plan: E.g., Goal, expected results, teaming (workload sharing), execution plan, schedule, etc. (2)
- (3) Project's OO design and analysis: Use any analysis tools that would help. For example, feature list, use case (diagram), class diagram, etc. (60%)
- (4) Expected challenges: Expected or encountered challenges and potential solutions. Why and how? (10%)

Group: **7**

Member: **60047065S 60147039S 60047018S**

Title: **老鷹抓小雞**

Milestone 2	Brief(10%)	Plan(20%)	OOAD(60%)	Chall.(10)			Sum
1	10	19	59	9			97
2							
3	9	16	47	10			82
4	7	17	55	8			87
5	10	19	55	10			94
6							
7	10	18	56	9			93
8	8	15	54	8			85
9	9	12	58	8			87
10	10	17	58	10			95
11	9	15	48	9			81
12	7	15	50	8			80
13	7	12	50	8			77
14	10	19	58	9			96
15	10	13	56	9			88
16	10	18	55	8			91
17	8	17	50	7			82
18	7	15	53	7			82
19	8	17	54	8			87
20	10	15	52	10			87
21	10	15	55	10			90
22	8	13	56	9			86
23	8	17	50	9			84
24							
25							
Avg.	8.81	15.90	53.76	8.71			87.19

Peer Comments:

蠻有趣的！不考慮做成手機/平板 app 嗎？

題目不錯，很期待這個遊戲！

遊戲感覺很有趣，進度規畫可以更清楚。Use case diagram也是。

題材新穎、感覺蠻好玩的

規則設定有點多，如何讓user一目了然

母雞移動速度為何？

- (1) Look-and-Feel (10%)
- (2) Friendliness (10%)
- (3) Completeness and functionality: e.g., how the interface interacts with the system. (10%)
- (4) Input checking: e.g., How the input is handled. (10%)
- (5) Final system analysis (20%)
- (6) Demo (40%)

Group: **7**

Member: **60047065S 60147039S 60047018S**

Title: **老鷹抓小雞**

Milestone 3/4	Look(10%)	Friendly (10%)	Comp.(10%)	Check (10%)	Analysis (20%)	Demo (40%)	Sum
1	10	10	9	10	20	38	97
2	8	8	6	8	12	35	77
3	8	8	7	7	13	35	78
4	7	7	5	8	18	35	80
5	9	9	7	8	18	35	86
6	9	9	7	10	18	35	88
7	10	9	8	10	18	40	95
8	8	8	9	10	20	40	95
9	10	10	10	10	15	35	90
10	8	7	7	8	17	37	84
11	10	7	8	7	18	40	90
12	9	10	6	10	17	39	91
13	9	9	9	9	19	37	92
14	10	9	8	7	17	38	89
15	8	8	6	8	18	36	84
16							
17							
18							
19	10	10	8	10	20	40	98
20	8	8	8	8	18	36	86
21	9	8	8	7	20	38	90
22	7	7	9	8	15	35	81
23	8	7	6	7	17	35	80
24							
25							
Avg.	8.75	8.40	7.55	8.50			87.55

Peer Comments:

讚! 預防老人痴呆很有用、介面可以再更好看!

遊戲感覺很棒玩，介面設計還不錯，器雞和小雞很可愛

遊戲畫面很可愛，可惜沒完成原本的構想

- (1) Project’s title, including originality (10%)
- (2) Motivation, including creativity and novelty (20%)
- (3) Possible customers (or application scenario) (10%)
- (4) Possible development tools and environments (10%)
- (5) User’s requirement, vision statement, or software specification (40%)
- (6) Goal or expected results (10%)

Group: **8**

Member: **60147005S 60147021S 60147063S**

Title: **Hit Face**

Milestone 1	Title (10%)	Moti (20%)	Scen. (10%)	Tool (10%)	Req. (40%)	Goal (10%)	Sum
1	10	20	10	10	38	10	98
2	8	20	10	10	36	7	91
3	10	20	10	10	39	10	99
4	9	18	9	10	38	9	93
5	8	18	9	10	37	8	90
6	7	17	8	9	34	8	83
7	10	19	10	9	40	9	97
8	8	16	9	8	38	8	87
9	7	12	7	10	33	7	76
10	9	17	8	9	31	8	82
11	10	18	10	9	39	9	95
12							
13							
14	9	17	10	10	36	10	92
15	9	15	9	9	37	9	88
16	8	16	8	8	35	8	83
17	6	15	7	6	25	6	65
18	8	16	8	8	36	7	83
19							
20	7	20	10	10	35	10	92
21	9	17	9	9	38	8	90
22	9	20	9	10	36	9	93
23	10	20	10	10	40	10	100
24							
25							
Avg.	8.55	17.55	9.00	9.20	36.05	8.50	88.85

Peer Comments:

超有趣的! PPT做的很美，簡單、創意又節合潮流!

- (1) Brief summary: Title, motivation, customers, requirements, and development environment. (10%)
- (2) Project's plan: E.g., Goal, expected results, teaming (workload sharing), execution plan, schedule, etc. (2)
- (3) Project's OO design and analysis: Use any analysis tools that would help. For example, feature list, use case (diagram), class diagram, etc. (60%)
- (4) Expected challenges: Expected or encountered challenges and potential solutions. Why and how? (10%)

Group: **8**

Member: **60147005S 60147021S 60147063S**

Title: **Hit Face**

Milestone 2	Brief(10%)	Plan(20%)	OOAD(60%)	Chall.(10)			Sum
1	10	20	60	9			99
2	9	9	69	9			96
3	10	18	55	9			92
4	6	17	56	8			87
5	10	20	57	10			97
6	8	17	57	8			90
7	8	18	56	8			90
8							
9							
10							
11	8	18	45	7			78
12	8	16	53	8			85
13	7	15	40	8			70
14	8	19	55	8			90
15	7	19	57	8			91
16	10	15	57	8			90
17	6	15	55	5			81
18	7	17	57	7			88
19	8	18	55	8			89
20	9	16	50	8			83
21	10	20	55	10			95
22	8	13	56	9			86
23	8	18	52	9			87
24							
25							
Avg.	8.25	16.90	54.85	8.20			88.20

Peer Comments:

ppt 上的就是實際介面嗎? 可以再更可愛! 好期待哦!
 感覺好像已經完成了程式, class圖有點小
 class diagram 清楚, 分工規畫很好, use case 明確
 Server 與 app 怎麼溝通

- (1) Look-and-Feel (10%)
- (2) Friendliness (10%)
- (3) Completeness and functionality: e.g., how the interface interacts with the system. (10%)
- (4) Input checking: e.g., How the input is handled. (10%)
- (5) Final system analysis (20%)
- (6) Demo (40%)

Group: **8**

Member: **60147005S 60147021S 60147063S**

Title: **Hit Face**

Milestone 3/4	Look(10%)	Friendly (10%)	Comp.(10%)	Check (10%)	Analysis (20%)	Demo (40%)	Sum
1	9	9	9	10	18	39	94
2	7	8	9	8	13	31	76
3	6	9	8	8	15	30	76
4	7	7	8	8	18	32	80
5	7	9	8	7	14	34	79
6	8	8	9	8	17	37	87
7	10	9	9	10	16	34	88
8	10	10	5	10	20	40	95
9	10	10	8	10	15	35	88
10	7	7	7	8	10	35	74
11	10	10	9	8	16	40	93
12	10	10	7	10	15	37	89
13	9	9	9	9	18	38	92
14	10	9	8	9	15	38	89
15	8	8	8	8	15	37	84
16	8	7	9	8	18	36	86
17	8	8	8	8	12	37	81
18	8	8	9	8	17	38	88
19							
20							
21							
22	6	7	7	8	15	30	73
23	7	6	7	8	15	32	75
24							
25							
Avg.	8.25	8.40	8.05	8.55			84.35

Peer Comments:

介面很有設計感，很喜歡這樣創意的遊戲
 做的很美
 介面設計活潑，online相關功能若能完成會更吸引人
 很有趣的遊戲，介面很不錯，少了system analysis

- (1) Project's title, including originality (10%)
- (2) Motivation, including creativity and novelty (20%)
- (3) Possible customers (or application scenario) (10%)
- (4) Possible development tools and environments (10%)
- (5) User's requirement, vision statement, or software specification (40%)
- (6) Goal or expected results (10%)

Group: **9**

Member: **60147070S 60047078S 60147034S**

Title: **網路接龍遊戲**

Milestone 1	Title (10%)	Moti (20%)	Scen. (10%)	Tool (10%)	Req. (40%)	Goal (10%)	Sum
1	8	18	9	10	38	8	91
2	6	19	10	10	37	6	88
3	10	18	10	10	39	10	97
4	8	18	9	10	38	9	92
5	7	18	8	10	37	8	88
6	7	17	8	8	36	8	84
7	10	19	9	9	40	10	97
8	7	15	8	8	35	8	81
9	6	10	6	10	28	6	66
10	7	15	6	8	38	8	82
11	8	17	9	9	36	8	87
12	7	16	9	9	38	8	87
13	8	17	10	10	35	10	90
14	9	16	10	10	35	9	89
15	8	15	9	9	35	9	85
16	8	16	8	8	36	9	85
17	2	10	6	10	28	7	63
18	8	17	8	7	35	8	83
19	8	17	8	8	35	8	84
20							
21							
22							
23	5	20	10	10	35	10	90
24							
25							
Avg.	7.35	16.40	8.50	9.15	35.70	8.35	85.45

Peer Comments:

如何開局?

題目名稱可以取得更好玩，希望能更有趣地結合生活或有其它特色

玩家的自由度高

能夠有多點特性，增加耐玩度

網路接龍可能創新度較低一點

PPT太黑暗，可加一些不同於傳統接龍的新規則，增加特殊性和趣味性

- (1) Brief summary: Title, motivation, customers, requirements, and development environment. (10%)
- (2) Project's plan: E.g., Goal, expected results, teaming (workload sharing), execution plan, schedule, etc. (2)
- (3) Project's OO design and analysis: Use any analysis tools that would help. For example, feature list, use case (diagram), class diagram, etc. (60%)
- (4) Expected challenges: Expected or encountered challenges and potential solutions. Why and how? (10%)

Group: **9**

Member: **60147070S 60047078S 60147034S**

Title: **線上桌遊**

Milestone 2	Brief(10%)	Plan(20%)	OOAD(60%)	Chall.(10)			Sum
1	10	20	60	10			100
2	8	7	60	8			83
3	8	17	51	9			85
4	7	18	57	8			90
5	10	20	59	9			98
6	8	17	55	8			88
7							
8	8	15	55	8			86
9	8	12	58	8			86
10	10	15	58	10			93
11	7	15	33	10			65
12	8	15	53	8			84
13	7	13	48	9			77
14							
15	8	15	57	10			90
16	8	15	47	8			78
17	5	10	50	5			70
18	6	17	56	8			87
19	8	18	54	8			88
20							
21	10	20	55	5			90
22							
23							
24							
25							
Avg.	8.00	15.50	53.67	8.28			85.44

Peer Comments:

感覺蠻多挑戰的，AI 要實作嗎? 加油!

class 圖覺得分析不太詳細

挑戰或會遇到的問題講得很清楚，進度和分工可以更詳細描述

怎麼開局? OpenGL 入手較耗時，來的及完成嗎?

- (1) Look-and-Feel (10%)
- (2) Friendliness (10%)
- (3) Completeness and functionality: e.g., how the interface interacts with the system. (10%)
- (4) Input checking: e.g., How the input is handled. (10%)
- (5) Final system analysis (20%)
- (6) Demo (40%)

Group: **9**

Member: **60147070S 60047078S 60147034S**

Title: **線上桌遊**

Milestone 3/4	Look(10%)	Friendly (10%)	Comp.(10%)	Check (10%)	Analysis (20%)	Demo (40%)	Sum
1	10	10	9	10	20	40	99
2	7	7	8	8	14	30	74
3	9	7	9	9	15	35	84
4	8	7	8	8	18	37	86
5							
6							
7							
8	7	8	10	10	20	40	95
9	10	8	8	10	15	40	91
10	9	7	8	9	17	38	88
11	10	9	10	10	19	40	98
12	10	10	7	10	17	39	93
13	9	9	9	9	20	39	95
14	10	8	9	9	17	40	93
15	8	8	8	8	19	39	90
16	8	8	7	8	17	36	84
17	9	8	9	9	15	37	87
18	7	8	9	8	18	38	88
19	10	10	9	10	19	38	96
20	8	9	9	8	18	37	89
21	9	9	9	9	18	39	93
22	7	8	8	8	15	30	76
23	9	8	6	8	18	35	84
24							
25							
Avg.	8.70	8.30	8.45	8.90			89.15

Peer Comments:

如何extend至多個game

合作無間、締造奇蹟

做的很漂亮、做的很有趣

介面漂亮，使用方便，斷線後由電腦出牌若有AI會更有趣

介面很專業，雖然是老遊，但設計的很好

時間看不太清楚

- (1) Project's title, including originality (10%)
- (2) Motivation, including creativity and novelty (20%)
- (3) Possible customers (or application scenario) (10%)
- (4) Possible development tools and environments (10%)
- (5) User's requirement, vision statement, or software specification (40%)
- (6) Goal or expected results (10%)

Group: **10**

Member: **60147068S**

Title: **The Life Blog of NFC**

Milestone 1	Title (10%)	Moti (20%)	Scen. (10%)	Tool (10%)	Req. (40%)	Goal (10%)	Sum
1	9	19	10	10	38	9	95
2	7	20	10	10	37	7	91
3	10	20	10	10	39	10	99
4	9	18	9	10	38	9	93
5	8	18	8	10	37	8	89
6	8	19	8	8	37	9	89
7	10	20	9	9	40	10	98
8	8	15	8	7	38	8	84
9	7	12	8	10	32	7	76
10	8	15	7	8	28	7	73
11							
12	8	18	9	9	35	8	87
13	9	20	10	10	38	10	97
14	10	18	10	10	36	10	94
15	9	15	9	9	35	9	86
16	8	17	8	8	36	9	86
17	8	15	10	10	25	5	73
18	7	17	9	8	36	9	86
19	8	18	9	10	36	8	89
20	8	20	10	10	35	10	93
21	8	17	8	8	37	8	86
22	9	18	9	10	36	9	91
23	10	15	10	10	35	10	90
24							
25							
Avg.	8.45	17.45	9.00	9.27	35.64	8.59	88.41

Peer Comments:

如何達成多人呢?

主題特別有趣、期待效果

- (1) Brief summary: Title, motivation, customers, requirements, and development environment. (10%)
- (2) Project's plan: E.g., Goal, expected results, teaming (workload sharing), execution plan, schedule, etc. (20%)
- (3) Project's OO design and analysis: Use any analysis tools that would help. For example, feature list, use case (diagram), class diagram, etc. (60%)
- (4) Expected challenges: Expected or encountered challenges and potential solutions. Why and how? (10%)

Group: **10**

Member: **60147068S**

Title: **The Life Blog of NFC**

Milestone 2	Brief(10%)	Plan(20%)	OOAD(60%)	Chall.(10)			Sum
1	10	20	60	10			100
2	9	9	65	9			92
3	10	18	53	10			91
4	8	18	57	8			91
5	10	18	58	9			95
6	8	18	58	8			92
7	10	18	58	9			95
8	8	15	55	8			86
9	9	16	60	8			93
10	10	19	60	10			99
11	7	16	40	9			72
12	8	15	52	8			83
13	7	13	40	7			67
14	7	17	58	8			90
15	7	18	57	9			91
16							
17	7	18	55	5			85
18	8	17	57	9			91
19	8	18	56	8			90
20	10	17	52	10			89
21	10	20	58	7			95
22							
23							
24							
25							
Avg.	8.55	16.90	55.45	8.45			89.35

Peer Comments:

class diagram 清楚，功能說明也很好

是否有考慮遠端虛擬交換? 很有趣的 app，可以考慮參加比賽

- (1) Look-and-Feel (10%)
- (2) Friendliness (10%)
- (3) Completeness and functionality: e.g., how the interface interacts with the system. (10%)
- (4) Input checking: e.g., How the input is handled. (10%)
- (5) Final system analysis (20%)
- (6) Demo (40%)

Group: **10**

Member: **60147068S**

Title: **The Life Blog of NFC**

Milestone 3/4	Look(10%)	Friendly (10%)	Comp.(10%)	Check (10%)	Analysis (20%)	Demo (40%)	Sum
1	10	10	10	10	18	40	98
2	7	7	8	8	12	33	75
3	8	8	9	8	15	33	81
4	6	6	8	8	17	35	80
5	8	10	10	10	16	38	92
6	7	8	9	8	18	38	88
7	10	10	10	10	18	38	96
8	9	8	8	10	20	40	95
9							
10	8	8	8	9	17	38	88
11	10	10	10	10	18	40	98
12	8	10	9	10	17	38	92
13	9	9	9	9	18	38	92
14	10	8	9	8	18	38	91
15	8	8	8	8	18	38	88
16	7	7	9	8	17	38	86
17	7	8	9	9	16	35	84
18	7	8	8	8	18	39	88
19	8	10	9	10	18	39	94
20	8	9	9	8	18	37	89
21	9	8	8	7	18	37	87
22	6	7	7	7	15	28	70
23	8	8	8	7	17	37	85
24							
25							
Avg.	8.09	8.41	8.73	8.64			88.05

Peer Comments:

NFC 的應用可在未來延伸至各種不同的付費應用，圖檔的失真問題可再改善

好神奇，碰一下傳得好快!

使用方便，圖片的解析度問題能解決會更好，接受方能否拒絕接收?

很新穎的應用，如果圖片能無失真傳輸就好