

Technology (20%)

- Use of different languages at least 3 (PHP, HTML, CSS, JS, etc)
- Use of frameworks (e.g .NET, Flask, angular, etc)
- Code well structured (well defined variable, indented, properly commented)
- Efficient implementation of database
- Use of APIs (Met or not Met)
- Webscraping or use of dataset
- Use of security features (authentication, encryption, input validation)

UI / UX (15%)

- Excellent responsiveness and smoothness
- Excellent user experience (usability)
- User context and feedback
- Consistency across the website (same colour palette, same component design)
- Accessible to a wide range of people

Project Management (15%)

- Detailed task plan created with good task distribution (from slide)
- Task plan respected, and final project submitted on time (provided by IEEE team)
- Code submission to repository ≥ 8 times (provided by IEEE Team)
- Effective communication and collaboration among team members (during presentation)

Presentation (15%)

- Project perfectly presented within allocated time.
- All project sections presented fluently
- Excellent audience interaction
- Clear demonstration of project features and functionality

Creativity (20%)

- All 3 main features implemented (Quiz-free games, Marketplace, Map and Tracker for SDGs goals)
- Use of game engine
- Includes additional innovative features
- Team went above and beyond expectation

Attempted Progressive Web App (15%)

- Working perfectly offline
- Responsiveness across different platform