

Individual participation		15%
Elevator pitch		2%
Presentation and demo		4%
Attendance and quizzes		2%
Participation in peer evaluations		3%
Class participation and presentation feedback		4%
Team work		3%
Contract		1%
Gantt Chart		2%
Entrepreneurship		32%
User requirements*		10%
Value proposition*		5%
Customer analysis and monetization plan*		5%
Market analysis and business model*		8%
Design Expo Poster		4%
Product design and validation		26%
Story map and backend architecture*		8%
UI/UX*		8%
Mockup usability test		5%
MVP usability test		5%
Product development		24%
Starter app		2%
Skeletal product*		7%
Minimum viable product*		10%
Final demo and product launch		5%
Total		100%