

Introduction

This homework is **due before 10 PM, Tuesday, January 11th**. You will present the review in class that day or one of the two following days. The turn in link is on the class calendar page.

The fundamental goal of this homework is to get good ideas out on the table and expose them for others to see and think about. Your primary job in this review is to describe the product so that people understand what it is and to describe the architecture so that it is clear that the system can be built.

Your task is to develop and present the Life Cycle Objectives milestone review (LCO) for a proposed product. You will be working individually or in teams of two or three for this homework, your choice of partners. There is a link for making teams on the web calendar entry for Wednesday January 5. Please go sign up either as an individual or a team member.

The specific deliverables for this homework are identified in the deliverables section on the last page.

You will present your LCO material to the class after turning it in, and then we will reorganize into larger teams to actually build those products that you feel are the strongest and most interesting candidates.

Outline

We are following a spiral life cycle model in the activities of this class. This homework can be thought of as an early turn around the life cycle. The milestone at the end of this turn is the Life Cycle Objectives Review. This review is a tool to help you and the other designers and developers in the class decide which projects are interesting and practical. Some projects will not go beyond this stage, and the others will be staffed up and implemented.

Your grade on this homework is not determined by whether or not the project goes beyond this step. A good LCO review that clearly identifies the benefits, risks and costs is valuable in either case. We will be looking to see that you have addressed the identified elements and have made reasonable judgements concerning them. Refer to the lectures and the Boehm paper for more information about the content of the LCO review.

Remember that this presentation is the basis for each of you deciding which projects you would like to work on. You will indicate preferences after these reviews and I will assign teams based on those preferences.

Life Cycle Objectives

The generic elements of the Life Cycle Objectives milestone are:

1. Operational Concepts - What is it?
Top level system objectives and scope
2. System Requirements - What does it do for us?
Essential system features at an appropriate level
3. System and software architecture - How?
Support analysis of feasibility at this level
4. Lifecycle plan - Who wants it? Who'll support it?
Identification of the major stakeholders now, future
5. Feasibility Rationale - Is this really true?
Evaluate conceptual integrity and compatibility

Constraints

The function performed by your product is entirely up to you. With this assignment, you have a chance to propose a product that you think is interesting and valuable (to some audience), and if you can convince your fellow developers, you can then design and build it in a team environment. This will give you practice working in a team building a real product with the processes we've discussed in class.

The design must be based on a client / server networked n-tier architecture. You will be expected to do a good job defining the interface between the client and the server (and decomposing the server) as the project is designed and built.

Design and development of the server side may be a large or small part of the project. A typical design will include an interface definition and a backend capability. The backend may require significant development (eg, game server, database management, data collection and fusion) or it may not. Integrating and wrapping existing services (eg, Google, MapPoint) is another approach to providing a server side capability. We have access to database servers in the department for your use if needed.

The client selection is up to you, as appropriate to the intended usage. Portable, laptop, and desktop clients running as standalone applications or using a browser are okay. A truly useful application is likely to include a mix of clients.

Deliverables

1. An overview presentation. A set of Powerpoint presentation slides that summarizes the LCO elements for your product. This is the pitch that you will give to the class. We will have approximately 25 pitches to get through in 3 meetings, so that means about 5 minutes max for each pitch.
2. A written analysis of the LCO elements. This should address each of the five LCO elements listed above, as appropriate for your product. This should be about three pages long, with an absolute maximum of five pages. Conciseness is a virtue.

References

Rapid Development, McConnell

Anchoring the Software Process, Barry Boehm, USC
<http://citeseer.nj.nec.com/boehm95anchoring.html>

Turnin

Please have one person do the turnin so that both files from your group are in the same place. There is a turn in link on the class calendar page.

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