

CSE 403, Winter 2012

Group Project Specification

Your team has been funded to produce the software project outlined in your proposal. The "customer" hiring you to write the product is the wealthy firm, HuskySoft. The HuskySoft CEO intends to pay your team for its services by awarding points. HuskySoft has managers ("TAs"), one of whom will meet regularly with your group to discuss its progress.

The overall scope of your project currently includes the following deliverables and other graded items. However, we caution that HuskySoft sometimes changes its mind, and we reserve the right to adjust phases and deadlines if necessary.

	<u>Points</u>	<u>Due</u>
• Software Requirements Specification (SRS) and UI Prototype	40	Sat Jan 21 11:30pm
• Software Design Specification (SDS)	50	roughly Fri Feb 3
• Zero Feature Release (ZFR)	20	roughly Mon Feb 6
• Test Plan (TPS)	40	roughly Mon Feb 20
• Initial implementation (BETA)	60	roughly Fri Feb 24
• Feature-complete "Version 1.0" implementation (V1)	60	roughly Fri Mar 9
• Testing Resources (TEST)	60	roughly Fri Mar 9
• Updated Design Specification (SRS2/SDS2)	20	roughly Sat Mar 10
• In-person customer meetings	10	periodically, each phase
• Weekly progress emails	20	every Sunday by 11:30pm

At the end of each phase of the project, each member of the team must fill out a brief survey about the team's progress and the contribution of each group member. Part of your grade will reflect whether you've filled out this survey.

Customer's Project Requirements:

The customers do not know exactly what they want, but they do have the following general requests:

- The product must be an application written with an object-oriented programming language.
- The product must have some non-trivial database or server-side data component and a communication aspect.
- The product must have some meaning or context outside of computer science. For example, it cannot be a source control system or a web-based Ruby interpreter.
- The product should display the HuskySoft logo (which we'd like you to design) on its UI.
- Your product should have a way of generating (fictional) "revenue." A possible way to do this would be an ad-based approach, by providing space on your UI for an ad image. Note that revenue is not the same as profit.
- The product should be as usable as possible, even for people who are not expert computer users (with the exception of projects that are designed specifically for experts, such as development tools).
- The product must be robust against common errors such as invalid user input, lost network connections, etc.
- As before, the product must involve communication between two or more computers. In other words, it should be network enabled, or connect to a remote database back-end, or be a client-server or web application, etc. If your original proposal did not carefully take this into account, please do so now.
- Your project must be usable for a person on a standard computer. If it is web-based, it must have a public URL that others can use to access it. Expect that the user will have any necessary libraries and tools (such as a Java or .NET runtime), but after that, the user should be able to use your system without hassle or excessive installs.

(continued on back)

Beyond these requirements, you are largely free to make decisions of your own. You should, however, talk to your customers as you plan this project in order to make sure your product meets their needs. For full credit, you should discuss your proposed requirements in some way with your customers before submitting them.

Customer Discussion:

This document is a partial specification for your project's requirements, but much information is intentionally left out. This is to encourage your group to ask questions of "the customer." You may ask these questions in lecture, by email, or on the message board. Major turnins that do not reflect questions with the "customer" may not receive full credit.

Submission and Grading:

There will be an online submission system for turning in documents and code related to the phases of your project.

For phases that require written documents, if you choose to turn in your documents in class, turn them in as printed pages in lecture. If you turn them in electronically, submit them in Word (.doc), PDF (.pdf), or Violet (.violet) format, in a .ZIP file named *TeamName_PhaseName.zip*. For example, if your project is called "Boo Yeah" and you are submitting the SRS phase, your .ZIP file should be named *Boo_Yeah_SRS.zip*. The documents inside this .ZIP archive should reflect their contents, such as *Boo_Yeah_use_cases.pdf* or *Boo_Yeah_items_1-3.doc*. You may receive a deduction if you turn in clumsily named or poorly organized files.

Make sure that your project's name and all group members' names appear clearly atop each document. Only one copy of the documents should be submitted for each group.

Specification Changes:

Part of the nature of software engineering is that things can (and often do) change while you are in the middle of a project. We reserve the right to amend or alter any contents of this or other documents during the quarter. If any such changes are made, they will be posted and announced clearly to everyone. We promise not to make last-minute changes to any phase unless absolutely necessary; any major changes will be posted at least one week before that phase is due.

Customer Meetings:

At various points during the project, your group should arrange to meet with your primary customer(s) to discuss its progress. This meeting will count as a small portion of your grade. Your group should come prepared to discuss what has been done, what is left to do, what is likely to be left out, any current problems or risks, and some specific questions you have for the customers as the release draws near. Your project manager plus at least two other group members must be present at each of these meetings.

The exact ranges of dates and times for these meetings will be announced in class and on the web site.

Weekly Progress Emails:

Every week by Sunday night at the latest, your group must send an email message to its primary customer briefly discussing the following information:

- Your team's progress so far
- What each member of your group is working on this week
- What transpired at your team's latest in-person meeting (your team is expected to meet at least once a week) (this is also sometimes called the "minutes" of the meeting, though you do not need to list every small detail)