CSE 403, Winter 2012
PHASE 6 (60 points): Feature-Complete Implementation (V1)
due Sat March 10, 11:30pm

For your Version 1.0 ("v1") product release, you must produce a working initial version of your project, reflecting many of the features listed in your SRS and your schedule. Submit or provide the following five (5) items:

1. Binary Distribution

The binary distribution contains the resources necessary to run and use your system. Even if your system is not web-based, your product's website (with a download link to your binary files) should be up and running by the due date.

This item will be graded on whether it reflects substantial work and effort on the part of your team, has a solid and polished user experience, and successfully implements the usage cases you have described in previous phases. Your product also needs to meet the general requirements specified by "HuskySoft" at the beginning of this project. (You may want to re-read the initial project spec and/or SRS spec to make sure that you remember what these requirements are and to make sure that you have met them.)

Your product need not necessarily be 100% bug-free to receive full credit, but there should be few bugs, and any known bugs should be documented. A user testing the system should not encounter a non-trivial number of bugs that are unlisted in your bug-tracking system. Your system should be robust so that errors occur gracefully as much as possible.

As compared to your beta distribution, your binary distribution should demonstrate a nontrivial amount of new, newly finished, or improved functionality that your group has added between beta and v1. Part of your grade for this phase will be based on your completion of a sufficient number and quality of features.

Your binary should be able to be downloaded and run properly, independent of the availability of the project source code. In other words, if the project is in a compiled language, the customer/grader shouldn't need to also get the source code in order to run the compiled binary, and the presence of the source code shouldn't break the ability of the binary to run.

2. Source Distribution

The source distribution contains all source code and other resources that were created by the development team. These resources should be bundled into one or more compressed archives. Assume that this item is being prepared for one or more developers who would pick up development where you left off.

This item will be graded on whether it demonstrates the following attributes:

- work and effort
- well-designed according to the object-oriented design heuristics we have learned in class
- making use of design patterns as appropriate
- being otherwise elegantly and robustly designed
- documented using comments on each file and significant method or code section as appropriate
- general cleanliness and elegance of the code

Since the code is to be submitted in a state suitable for being turned over to other developers, you should document it sufficiently so that they could read and understand it. This includes summary descriptions of each file along with comments on methods and complex sections of code as appropriate.

The customer/grader must be able to check out your source code from your version control system successfully. We will check your version control system logs to make sure that your group has demonstrated significant progress each week of the project, rather than a large amount checked in at the last minute. You should also be making checkins of modest size and not hundreds/thousands of changed lines per checkin unless absolutely necessary.

Your source code will be examined and compared to your beta release to see how gracefully your code was able to handle change, additions, refactoring, debugging, and other maintenance. In other words, we don't want to see heavily hacked code for the sake of adding new features or fixing bugs.

Along with your source distribution, include a file named **README.txt** that briefly summarizes the major features that are now complete in v1.0 of your project, particularly focusing on what has changed since the beta.

3. User Documentation

As described in previous phases, your product should contain documentation explaining the usage of the system to the user. As in the previous releases, this documentation is directed at a user and not at a developer, so it should focus on the user experience and not on the system's implementation. The documentation will be graded on whether it covers all major areas of usage of the system as well as its quality and completeness. Some of this documentation may be integrated into the product itself, but this should not come at the expense of a solid user experience.

This portion of the project is worth comparatively less than the other parts and will be graded more loosely, but it does count for part of your grade.

4. Code Reviews

Perform at least **three (3)** additional substantive code reviews over non-trivial code check-ins for the project, similar to the ones you performed in the Beta phase. See the Beta project spec for a detailed description for the expectations for these code reviews; follow those same guidelines and instructions for the new code reviews here.

5. Demo / presentation

During the final week of the school quarter, each group will give a presentation demonstrating its project. This presentation should be roughly 10 minutes long. You do not need to submit slides for the presentation but may do so if you like. The bulk of your presentation should cover a brief demonstration of the usage of the project itself. For full credit, at least three (3) of your group members must participate in the presentation.

If there are any bugs problems in the v1 version of the code that you submit, or if you just wanted to add something after the turnin, it is okay for you to do your demo and presentation on a modified or updated version of your product. But you should keep the v1 version available (possibly at a different URL or in a different binary file) so that the customer/grader can access your work in the state it was submitted.