

Problem Statement and Goals

Table 1: Revision History

| Date | Developer(s) | Change |
|-------|--------------|------------------------|
| Date1 | Name(s) | Description of changes |
| Date2 | Name(s) | Description of changes |
| ... | ... | ... |

1 Problem Statement

You should check your problem statement with the <https://github.com/smiths/capTemplate/blob/main/docs/Checklist.pdf> problem statement checklist.

You can change the section headings, as long as you include the required information.

1.1 hello

1.2 Inputs and Outputs

Characterize the problem in terms of “high level” inputs and outputs. Use abstraction so that you can avoid details.

1.3 Stakeholders

1.4 Environment

Hardware and Software Environment

2 Goals

3 Stretch Goals

4 Extras

For CAS 741: State whether the project is a research project. This designation,

with the approval (or request) of the instructor, can be modified over the course of the term.

For SE Capstone: List your extras. Potential extras include usability testing, code walkthroughs, user documentation, formal proof, GenderMag personas, Design Thinking, etc. (The full list is on the course outline and in Lecture 02.) Normally the number of extras will be two. Approval of the extras will be part of the discussion with the instructor for approving the project. The extras, with the approval (or request) of the instructor, can be modified over the course of the term.

Appendix — Reflection

Not required for CAS 741

1. What went well while writing this deliverable?
2. What pain points did you experience during this deliverable, and how did you resolve them?
3. How did you and your team adjust the scope of your goals to ensure they are suitable for a Capstone project (not overly ambitious but also of appropriate complexity for a senior design project)?