**[****Fill in Project Title from Abstract]**

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| Project Workbook |
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| By  [in alphabetic order, please provide names as listed on Canvas] |
| [Student 1]  [Student 2]  [Student 3]  [Student 4] |
| [Fill in Date] |
| **Advisor:** [Fill in Advisor’s name] |

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The **Project Workbook** is used to collect research, proposal, requirements, architecture, design, implementation, and project planning information. This assignment is not intended to be used as a writing assignment but as a technical assignment that collects a verbose amount of information about your project. You will ultimately select a subset of the information from this workbook to include in your Project Report. The Project Report will require strict attention to the detail required for a writing assignment.

The information collected in this workbook includes a state-of-the-art description, literature search, project justification, requirements, architecture, design (including tradeoffs, UML artifacts, UI mockups, and database design), QA, performance validation planning, implementation planning, and project management planning (task assignment and schedule). This information is organized in nine chapters of this document. You can add additional chapters if you think your project has other information that needs to be collected.

Information in this document will be collected and evaluated across two assignments (referred to in this document as Workbook Part 1 and 2). The chapter descriptions below indicate which of the chapters are evaluated in each of the workbook assignments. You should continue to use this workbook as a collection point for information related to your project until your project is completed.

All members of your project team should contribute to this document. Each member of your project team should identify their individual contributions in this document.

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# Literature Search, State of the Art

## Literature Search

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This chapter has two distinct sections: a literature search and a smaller one-page summary of the state-of-the-art for your project.

Completion of this chapter requires scholarly research. The SJSU library and scholar.google.com are two excellent sources. In your Literature Search and State-of-the-Art summary, include cross-references to the publications you list in the Reference section that follows.

The quality of project can be directly proportional to the quality of your research. Some researchers gauge an article by first reading the abstract and then reviewing the reference list before reading the actual article itself. Are the references just public web sites? Better yet, are they from a reputable source such as IEEE? Then they look to see if it was just a conference paper. The best references are those from peer reviewed journals. How will your references reflect on you as a group?

## State-of-the-Art Summary

A smaller, one page summary follows the literature review. The state-of-the-art must focus on what leading edge tools and techniques are available for the area your project is focused on; not what is generally commercially available.

Evaluated: Workbook Part 1

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## References

1. Hammer, A., & Nail, R. Agent building and learning environment. (2000, May 4). Retrieved July 1, 2003,   
    from <http://www.alphaworks.ibm.com/tech/able>

[This is an example of a reference to a Web article. Add short descriptive paragraph here.]

1. Russell , S. J., & Norvig, P. (2002). **Artificial intelligence: A modern approach**   
    (2nd ed.). New Jersey: Prentice Hall.

[This is an example of a reference to a non-periodical such as a book. Add short descriptive paragraph here.]

1. Jones , S. A., & Smith, P. (2002). Agents Technologies   
    **Time**, 135, 118-121

[This is an example of a reference to a periodical and is not in APA 6.0 format as will be required in the final report. Add short descriptive paragraph here.]

# Project Requirements

## Requirements

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Use high-level constructs such as use-cases or Scrum user stories (which can be treated as use cases within this project) to provide a high level view of your project.

Describe your project requirements. You can describe your requirements in a form that is appropriate for your project. At a minimum, you should describe requirements for Essential, Desired, and Optional features. You should also seriously consider adding non-functional requirements.

The requirements specified should consistent with the principals specified in the section 4.3 Characteristics of a Good SRS (ensure you understand 4.3.1-4.3.8) of the **IEEE 830 Software Requirements Specifications**.

Evaluated: Workbook Part 1

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# Dependencies and Deliverables

## Dependencies

[Describe your project dependencies. Do not list all dependencies. Instead, only list those that can cause your project to come to a halt.]

## Deliverables

[Describe your project deliverables. All projects will provide a workbook, a project report, and a prototype implementation. There is no need to list those here. Instead, list additional deliverables that your advisor is requesting (for example, a derivative paper for publication).]

Evaluated: Workbook Part 1

# Project Architecture

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Describe your project architecture using one diagram and a one-page description. CMPE oriented projects might focus on the hardware affiliated with the project while SE focused projects would consider options such as tiered (such as MVC), client server, layered, framework layer, pipe and filler, batch sequential, parallel processing, service-oriented. Consideration should be given to employed the most applicable and most current architectures in this chapter.

Evaluated: Workbook Part 1

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# Global, Economics, Societal and Environmental Impact

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In this chapter, think about global, economics, societal and environmental impact of your project. What are the possible impacts of your project solutions on global, economics, contemporary society (including how people live), and environmental issues? Please provide your justification and analysis with your market search and fact findings based on references and citations. Write a paragraph on how each impact relates to your project.

For example, if your project was a board game meet-up app, it might have a global focus. In fact, it might support regional, national and global meet-ups for top performers bringing together people from around the world with common interests in a particular board game. Write a paragraph about the possible impacts your project solution has globally. Also, is there an economic aspect to your project? A meet-up could have a subscription model where members pay. Perhaps there is an ad revenue model where your app sponsors google advertisements in it. Perhaps board game manufacturers will provide some funding. What about the conventions providing support. There is big money in conventions, so for less known board games, this is an opportunity to create conventions and make money there. The purpose of this is to make you aware of the economic aspects of your project. Write a paragraph on how they relate to your project.

Evaluated: Workbook Part 1

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# Project Design

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Describe your project design. Types of design artifacts that you provide might include:

* UML diagrams (class diagrams, sequence diagrams, etc.)
* UI Mockups
* Database Entity diagrams
* Hardware block diagrams
* List up of tools with brief descriptions that are required to develop your project
  + If there is any tool that you should learn to develop your project or improve the quality of your project, explain your plan how to learn it.
* Other artifacts you deem necessary to describe your project in detail.

Evaluated: Workbook Part 2

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# Project Schedule

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Include your project schedule here. Show the task assignments and schedule for each team member.

Add a paragraph how your team members are going to communicate to effectively collaborate. Various methods and skills may need to be used to synchronize knowledge and make rapid decision among the team members.

Evaluated: Workbook Part 2

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