

**College of Engineering & Physical Sciences**  
**Assignment Brief**

**CS2TP 2022-2023  
Team Project**

**Submission 1 Specification  
(Teaching Period 2)**

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**Assignment Brief/ Coursework Content:**

This document describes submission 1 for teaching period 2 (TP2) that should be made for the Team Project module based on the module project brief for TP 2. It is expected that these submissions report on some of the activities undertaken by the team, as part of effective team-based management of software development practice, communication of technical work, and as evidence of your learning.

The team project is assessed holistically, based on a range of evidence provided by the team throughout the project. The purpose of this submission is for the teaching team to collect some evidence of team's work and continuous engagement. Therefore, **no direct marks are allocated to this submission. However, failing to submit this work will indicate your low level of engagement, which will affect the overall mark of your team.**

**Descriptive details of Assignment:**

**Submissions List:**

**1. Designed Alliance [TEAM submission]**

- A Designed Alliance, which documents your commitments to each other and your intention for how you will be as a team.
- This is a team submission, only one person needs to submit on behalf of the team, though it is usually expected that several or all team members collaborate to produce it.
- The template for the Designed Alliance document is available on the module Blackboard -> Assessment and Feedback Information -> CS2TP 2022-2023 Submission 1 Specification for Teaching period 2
- **It is compulsory to submit this document, however, no direct marks are allocated to this submission.**

**2. Project and team information document [TEAM submission]**

Team information

- Team number
- Team member names and IDs

Project information

- Title of your project
- Concise summary of the project
- accessible URL links to your deployed website (if any)
- Link to project version control repository (git) repository

- Link to communication tools or task tracker (e.g., Trello board).

### **3. The Minimum Viable Product (MVP) [TEAM submission]**

- By this stage you are expected to have produced a minimum viable product that, while limited in scope, implements the core of your idea of your project, and is able to be used reliably by end-users.
- The submission will be delivered as a **15 minute** live demo of your software delivered during your scheduled workshop session, at which all students on your tutorial group will be present.

#### **Tips for the live demo:**

- During the demo, we will expect that you introduce your team and your business domain
- You should be clear about the scope of the project and your targeted audience.
- Highlight how you have designed the project by showing some of the design tools/artefacts that you have used. For example, a drawing for your database design or a graph representing your website map.
- Showcase your website and the various features that you have completed, which link to your functional and non-functional requirements.
- How much can you tell about the quality of the product itself?
- Make sure to highlight how your project meets the project brief.
- Ensure you include a discussion of how you are evaluating your website in your demo
- how your website has been designed with your users in mind to demonstrate that your project offers values to your intended users – and also don't forget to highlight who these are.
- REMEMBER, If you don't tell us, we don't know! So please try to explain all your exciting work in a clear and coherent way.

### Submission guidelines

- Each team has a group area within the module site on Blackboard, which includes team submission links. This means that for TEAM submissions, only one person needs to submit on behalf of the team.
- For INDIVIDUAL submissions, i.e. your individual reflections, these must be submitted individually by each student.
- All document-based submissions are to be submitted in PDF form via Blackboard. This is to ensure that the work as received is consistent with how you intended it to appear. You should convert other document formats to PDF, and are advised to take time to ensure that the content displayed on the PDFs is legible and represents what you intended. Any documents submitted in a format other than PDF will be automatically converted by our software and this is not a perfect process. Hence this may lead serious ramifications, including a loss of content, lost marks for ineffective exposition, and possible lack of comprehension by the markers.
- Any late submissions will incur standard lateness penalties applied proportionally to the entire project mark. In addition, teams are advised to be aware of the emphasis placed on delivering complete work on time, in the module's assessment guidelines.
- Any input from published sources and open source code must be acknowledged through appropriate **academic referencing**.  
For more information about **academic referencing** please see [here](#).
- **Plagiarism** or collusion may lead to disciplinary investigations with potentially serious consequences. If you have any questions or uncertainties about what constitutes plagiarism, and how to avoid it, please seek clarification from the academic staff, who will be happy to help.  
For more information about academic offences please see [here](#).

### Recommended reading/ online sources:

Visit the "Useful Learning Resources" section on Blackboard. We have included a good number of support material and links that are relevant to various aspects of the project to support you in your collaborative software development.

### Key Dates:

**Submission Deadline: Tuesday 28<sup>th</sup> Feb 2023 at 12pm**

### Marking Rubric:

Both elements 1 & 2 will be marked according to the descriptors in the "Assessment Guidelines" listed in the "Module information" section of the Blackboard module.