

COSC 340: Software Engineering

Course Project: Introduction

Audris Mockus

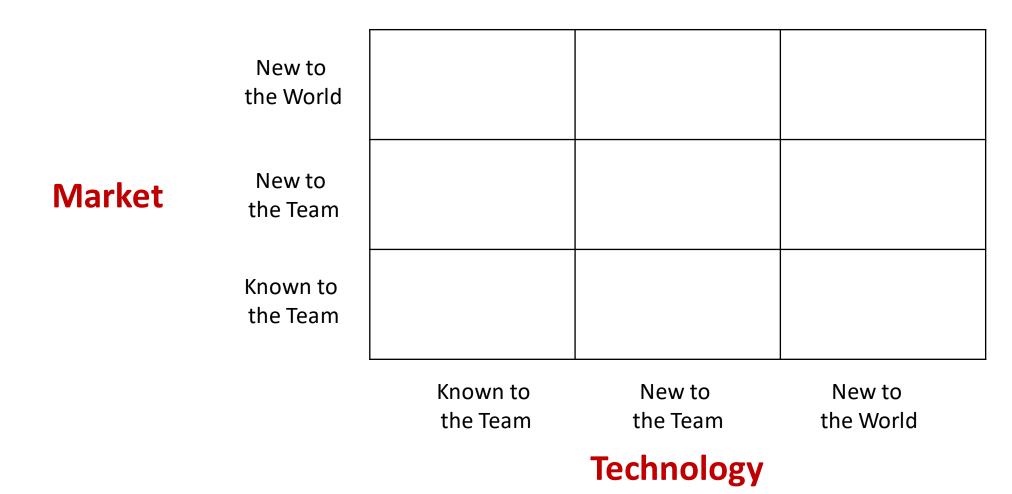
Adapted from slides of Michael Jantz



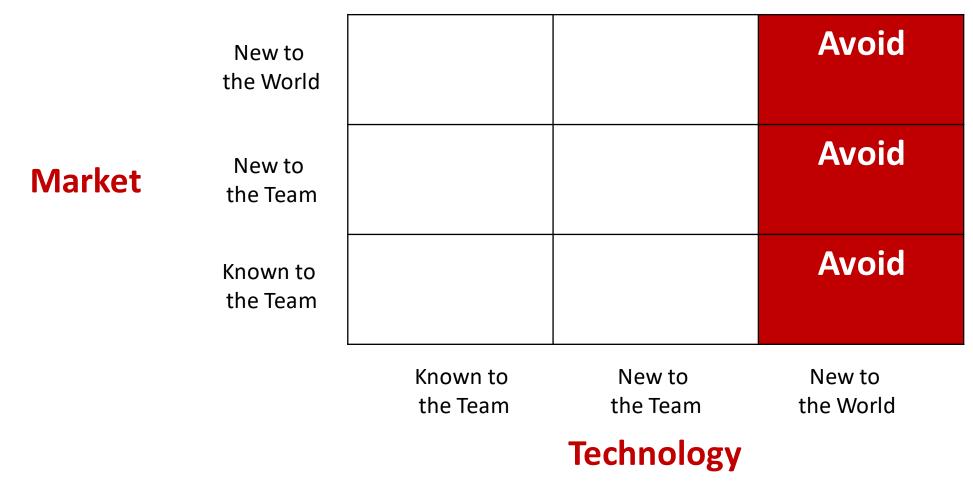
Project Timeline

Dates	Tasks
1/18 – 1/21	Form teams, pick a project topic
1/23 – 1/25	Write and present preliminary project proposal
1/30 – 2/01	Revise project proposal
2/06 – 2/15	Design and implement a minimal viable system Submit iteration 1 status report
2/18 – 3/01	Iteratively improve minimal viable system Submit iteration 2 status report
3/04 – 3/15	Iteratively test and refine solution Submit iteration 3 status report
3/20 – 4/3	Complete project implementation Write project report and present finished project



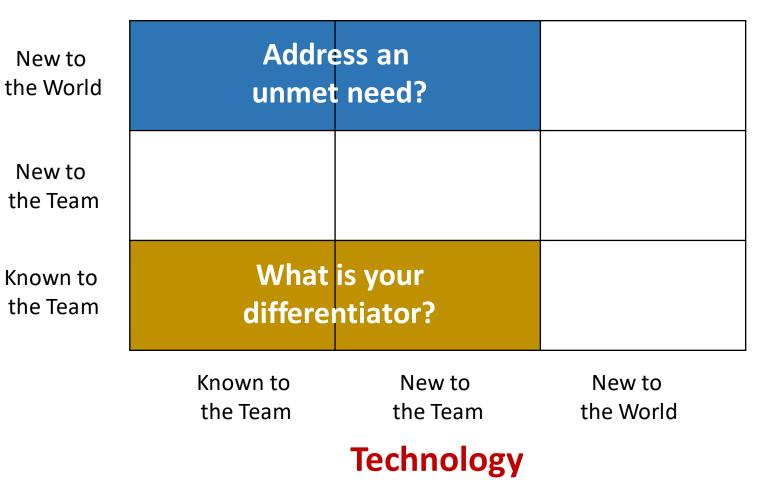








Market





- Avoid 'New to the World' technology
 - Better to finish something
- With any idea, ask
 - Is there something new, an unmet need?
 - Is there something much better a differentiator?
- Suggested (i.e. required for an 'A') approach
 - Build a minimal system in the first few weeks
 - Pick something rich enough so it can be enhanced in later iterations

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Team Meetings: Face to Face

- Have an organizer for each team meeting rotate the role
 - Send out agenda in advance
 - Include what members should do to prepare
 - Take notes; record "who will do what by when"





Potential Project Topics

- This list of topics is intended to give you an idea of what we are looking for in these projects. You may select one of the following topics or propose your own idea.
- https://github.com/CS340-19/news/blob/master/ProjectIdeas.md
 - System to support social interaction analysis
 - Other interesting topics
 - Highly recommended you visit his site for topic ideas and sample projects
 - Projects from a year ago: https://github.com/COSCS340/proposals
- Other potential topics
 - Mobile apps: textbook sharing app, airport ride sharing app, personal health monitoring app, voter registration app, etc
 - Video games: platformer (Mario), real-time strategy (Starcraft), puzzle / card