COSC 340: Software Engineering

Course Project: Status Report

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Adapted from slides by Michael Jantz

Status Report Outline

- Heading: Title, Team Name, Team Members
- Section 1: Introduction
- Section 2: Customer Value
- Section 3: Technology
- Section 4: Team
- Section 5: Project Management
- Section 6: Reflection

Status report should be in your team's repo named STATUS.md

Status Report: Heading

- Copy over from project proposal
  - Descriptive Title for the Project
  - Team Name
  - Team Number
  - Team Members

Team numbers

1. Archery_and_arcana.md
2. Cryptocurrency_Sentiment_Analysis
3. DnD_Town_Generator
4. Gift_Planner.md
5. Growlist App - Team TBA
6. Mitosis_In_Unity
7. OoT_Randomizer
8. PhoneGames
9. Quantifying_Corruption
10. Quantum Stock Optimization
11. Select-A-Spot
12. Unity Simple Role Playing Game
13. Waitlist_App

Walton Macey has projects 2-7 and Andrew Valesky has the rest

Status Report: Introduction

- Highlights of what was accomplished
- Overview of changes to requirements, design, major events

Status Report: Customer Value

- Changes from project proposal
  - Date of change
  - Motivation for change
  - Description of change, including implications
- If no changes, simply note "no changes"

Status Report: Technology

- Architecture: components and their relationships
  - By now, should have better idea of system architecture
  - Provide details about design and implementation of your software

- What were your goals for this iteration?

- What works?
  - Include screenshot or example from command line

- What tests have you run?

- What are your goals for next iteration?

Status Report: Team

- What role did team members have for this iteration?
- Do you expect team member roles to change going forward?

Status Report: Project Management

- Is the product on schedule?
- Provide any updates to the schedule since the start of the semester.

Status Report: Reflection

- For this iteration:
  - What went well?
  - What didn't go well?
  - What will you do differently in the next iteration?

Minimum Viable System Demo

- You must demonstrate your minimum viable system to the TA assigned to your project:

- You will schedule the demo on or before Wed, 3/28 at a time convenient for your group and the TA

- The demo is a significant portion of your status report grade (30% of the final project -- 15% of the total)
  - Use it as an opportunity to receive feedback from your customers and improve your final product