



**Brock
University**

Department of Computer Science
COSC 4P02 - Software Engineering - II

Proposal - Final Poject

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Brock Interactive Training Engineering System (BITES)

1 Problem Description

Software engineering courses frequently struggle to create an engaging and dynamic learning environment in typical educational environments. It may be difficult for traditional teaching approaches to accommodate different learning styles, which makes it harder for students to understand complicated concepts and implement them in their workplace. Furthermore, the general learning process is hampered by the lack of readily available, varied learning materials and fast feedback on exams and assignments.

2 Objective

The objective of this project is to develop the “Brock Interactive Training Engineering System” or BITES for short. This will be a comprehensive platform that addresses the shortcomings of current educational methods. BITES aims to create an immersive and adaptive learning environment for software engineering and other related courses, enhancing student understanding and performance. This system will try to tackle all the problems that are overlooked in the traditional educational mediums and will equip learners with the skills and knowledge needed for successful entry into the software engineering workforce.

3 Software Engineering Process

We have selected **Agile-Scrum** for this project. BITES is a large and complex software system so Scrum will help divide tasks more effectively since individual members can create a backlog of necessary features and later assign themselves the responsibility of implementing these. By giving the team a degree of independence, the overhead for assigning tasks can be reduced, and developers can work on user stories that complement their skill sets. The iterative nature of scrum will also benefit us as it will help us revise the project according to potentially changing requirements and ensure a minimum viable product is produced which can then be built on.

4 Timeline (Expected)

Dates	Task
Jan 9 - Jan 16	Discuss and create Project Proposal
Jan 17 - Jan 23	Generate user stories and create Product and Sprint Backlog
Jan 23 - Jan 25	Finalize Product and Sprint Backlog due Jan 26 ; Meet with TA
Jan 27	Begin Sprint 1
Feb 7	Sprint 1 Retrospective Meeting and Create Progress Report 1 ; Begin Sprint 2
Feb 21	Sprint 2 Retrospective Meeting and Submit Progress Report 1 ; Begin Sprint 3; Meet with TA
March 6	Sprint 3 Retrospective Meeting and Create Progress Report 2 ; Begin Sprint 4
March 20	Sprint 4 Retrospective Meeting and Submit Progress Report 2 ; Meet with TA
April 10 - April 20	Web App Deployment and Submission of Final Report ; Final Presentation

Table 1: Project Timeline

5 Recurring Meetings: Each Wednesday @12 PM

These will be regular scrum meetings to plan out what will be worked on that week and discuss any potential issues in the work being planned that day. On weeks when a new sprint is begun, sprint planning will be included in the meeting. Sprint review and retrospective will either be included on that day or if necessary on an extra date. An additional or replacement meeting may be called as necessary on Mondays at 11 AM.

6 Github Repository For the Project: Click Here!

- or copy : <https://github.com/SWE-2024/COSC-4P02>

7 Team

- | | |
|--|---|
| 1. Fouzan Abdullah
Student Number: 6840797
Role: Product Owner | 5. Julian Ellis Geronimo
Student Number: 6756597
Role: Developer |
| 2. Basim Ahmed
Student Number: 7022494
Role: Developer and Scrum Master | 6. Monty Oshinov
Student Number: 6759286
Role: Developer |
| 3. Vinit Udasi
Student Number: 6847800
Role: Developer | 7. Rajan Randhawa
Student Number: 6996441
Role: Developer |
| 4. Shubham Amrelia
Student Number: 6846877
Role: Developer | 8. Chris Orr
Student Number: 6755383
Role: Developer |