CS 301 Team Project Description – Phase 2

NOTE: Project Description WILL change; This description is for reference only.

Timeline:

1: Team formation	– Week 1
2: Topic selection	– Week 2
3: Project Proposal	– Week 3
Phase 1 Due Date:	**September 5th, 2019**
4: Technical design	– Week 4, 5
5: Coding	– Week 6, 7
6: Testing	– Week 8, 9
Phase 2 Due Date:	**October 17th, 2019**
7: Modification	– Week 10, 11
8: Coding & Debugging	– Week 12, 13
9: Final report	– Week 14, 15
Phase 3 Due Date:	**December 3rd, 2019**
Final presentation:	**December 3rd, 2019**

4: Technical design

The key goal is to firm up the design of your project. In this part of the project you need to provide significantly more detailed design of your application. You should be able to show a working prototype.

Check how many layers you have finished. You should be most of the way through layer 1 or perhaps even 2 (depending on how aggressive your proposal was).

Explain what has proved to be harder (or easier) than expected. What design revisions have you made to your application as a result of what you've learned with the preliminary implementation?

5: Coding

Now it is the time to implement your project by writing the code. If you need help, please feel free to contact our grader. You may use additional tools and techniques in your project. Please include a "readme" file to show us how to install any additional software package required for your project, and how to run your project. Please plan ahead, and start coding early, because it may take longer than expected to complete the coding part.

You should be most of the way through layer 2 or perhaps even 3 (depending on how aggressive your proposal was).

6: Testing

At this point, you're almost done. *"Alpha Release"* is intended to allow you to freeze a version that will be suitable for testing. You will start real testing immediately after this date. For the *Alpha Release*, principal design is long complete. Principal coding is also complete. Now you should be able to put your project in front of customers and learn what they like and don't like. In the few weeks after this date, you will take user opinions and adjust your project to suit.

Phase 2 Presentation

October 17th, 2019

Each team should give a brief 10 minutes presentation of your project in class. Every team member should present your role and contributions for each part of your project during the presentation. Other teams may provide feedback and comments to your team.

Phase 2 submission

Submit all required documents on Blackboard for phase 2, including your team member's name, net ID, when and where will your team meet each week, what have you discussed in each meeting, what is each member's role and contribution, etc. along with your: 1) progress report, 2) all source code, 3) testing report.

You can submit a compressed file such as a Zip file.

1) Progress report

> Describe how many layers you have finished. You can include screen captures to help explain it and text to describe how a user would interact with your application. You should be most of the way through layer 3 or perhaps even layer 4 (depending on how aggressive your proposal was). **You must have completed layer 1 "functional minimum" by this time!**
>
> Explain what has proved to be harder (or easier) than expected. What design revisions have you made to your project as a result of what you've learned with the implementation? Discuss the

implementation challenges you faced. Were there aspects that you wanted to build but were unable to do so?

2) Source code

Please include all source code for your project that you have completed so far.

3) Testing report

You should get five or more friends to help test your project. Observe them using the application to see what is harder or easier for them than expected. Interview them afterwards to find out what was fun about the project as well as what might be improved both in the short term and the long term. Listen to what they have to say and don't be defensive about their complaints. **Improve your project based on their comments!**

Grading

The main purpose of this milestone is to make sure that you are making progress in your implementation and that your team will be able to finish the whole project in time. Grading is a comparative process: groups that show more progress will receive higher grades. You will be graded on:

- The core strength of your project (did you succeed in doing one thing particularly well?)
- Creativity
- Technical accomplishment
- Completeness of your project
- Quality of your testing
- Quality of your writing
- Ability to convey what you learned about project design and programming