

CS 301 Team Project Description – Phase 3

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

7: Modification

Now it is time to modify your project based on the feedback from testing. You may complete additional layers and add additional functionality to your application. You can think about the most important thing that you want to change first, and then work on the others if you have time. A plan needs to be made along with the timelines.

8: Coding & Debugging

Please note that every time if you change a tiny thing, you need to do a series of testing, not only test this one function or module, but also test the entire project, in order to guarantee the correctness of the project. Don't wait until you changed multiple functions to do one testing, which may cause big problems.

Always save a copy of your project before you make any change, so that you have a series of versions that can work correctly.

9: Final report

This is the summary of your entire project. 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 must have completed layer 3 or perhaps even layer 4, or layer 5 (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 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?

Phase 3 – Group submission (one submission from each group)

Submit all required documents on Blackboard for phase 3, including your team member's name, net ID, when and where did your team meet each week, what have you discussed in each meeting, what is each member's role and contribution, etc. along with your project's:

1) Final report, 2) all source code, 3) Team meeting logs for the entire semester, 4) final presentation PPT slides.

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

Phase 3 – Individual submission (in addition to group submission)

1). Personal Contribution Write-up

In addition to the group report, each team member must separately turn in one page describing that person's **individual contribution**. We are primarily interested in a detailed description of which parts of the code and project design you were responsible for, but you may also mention if you had primary responsibility for a particular group task such as writing the project reports.

2). Score distribution

Each group member must also distribute 100 points among the members of your group, including yourself. The number you assign to a member is an assessment of the quality and quantity of their work. More points = better work/more work. You must distribute a total of 100 points. Groups that function well most likely have an even distribution. If you feel that any member didn't contribute anything to the project, you may give 0 point to that member.

You must each include your rating **individually** on Blackboard.

Final in-class presentation

December 3rd, 2019

Attendance at this class is mandatory. You will present your project and demo your project in class during final exam time. Bring your own laptop, select a spot in the class, and prepare to demo your project to others.

Technical Setup

Technical setup for your demo **MUST** be done in advance of the start of class. We suggest you prepare by moving your demo machine around and setting it up somewhere other than its usual home. **If you need networking or anything special, we need to know.**

Not all computers are alike - you may get radically different performance on a machine you're unfamiliar with. You are encouraged to test your project on the machine in class the week before, so there are no surprises.

Demo Video

Before your presentation, you may also record a demo video at home to show your project. In case the lab computer doesn't work during your presentation, you can show the video instead.

Components of your in-class presentation:

Please come to class prepared to give a 15-minute presentation of your project. In your talk, you must:

1. Describe your project.
2. State the development details, and what functionalities have been completed.
3. Argue for what the main strength of your project will be.
4. Concentrate on the results of testing phase. What have you learned after testing? What have you changed?
5. Demo your project to the class.
6. State what you've learned from this project.
7. Show each team member's contribution.

Grading:

- 40% of your grade will come from your presentation and will correspond to your showing that you have completed layer 3, that is, that you have a complete and working version of your project.

- 60% will come from the report you submit. Use this report to reinforce your presentation, communicate details your group could not convey during the presentation and show progress that is not visual, and thus harder to exhibit on a demo (for instance networking).

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
- Quality of your presentation
- Ability to convey what you learned about project design and programming