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Department of Computer Science
COS 301
Software Engineering

Capstone Project: Demo 4

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1 Demo Time

The COS 301 demo four is on Friday the 20th of July, 2018. You should book one demo slot that could accommodate all your team member's schedule *(All team members must be present for your demo)*. Bookings will open at 09h00 on Monday 16 July and will close at 23h00, Tuesday 17 July 2018.

1.1 Demo 4 Grading - 100%

The grade for demo 4 is as follow:

Table 1: Mark allocation for Demo 4

Demo	Testing	Reflection	User manual	Git quality	Code standard Doc
40	20	10	10	5	15

2 Demo

You should have exactly 4 slides containing the following: **Note:** ***You may loose marks if you do not have exactly 4 slides.*** You must therefore adhere to the instructions.

- *slide 1* - A brief description of the user story of your project (Exactly what the system should do). Use a maximum of 6 bullet points with at most 6 words per bullet point.

- *slide 2* - Where you currently are in your project. i.e. What have you done so far...(6 bullet point with a maximum 6 words per bullet point).

- *slide 3*- A 6 bullet points with 6 words per bullet points stating what is yet to be done.

- *slide 4* - 4 bullet points with maximum 6 words per bullet point stating your coding standard+quality and why you applied it, plus your Git structure (i.e., how your directories are organised and how you are branching and merging).

You should show the following live:

- The working prototype of your system emphasizing the functionality of your project which was implemented since your previous demo. At this stage at least 80% of the use cases of your project should be implemented.

- Show automated tests. You should have tests for all your use cases implemented.

3 Landing Page

Your landing page is judged on the content and not so much on the style. You should use simple HTML features to display the required content in a consistent and pleasing way. Your landing page should have the following:

- a brief CV for each of the members of the team such as your current position, interests, skills, previous work experiences, and attitudes. You may also link to other profiles such a git profile or LinkedIn profile. Maintain consistency.

- Access to your documentation. Link to a PDF of each of the following documents:
  - Requirements and design document
  - User manual
  - Coding standards document
  - Testing policy document

- Access to your version control and project management tools. Link at least to the following:
  - git repository
  - slack group
  - scrumboard tool of your choice (Waffle, Zenhub, etc.)

4 Deliverable

You should maintain the deliverable of your project. The appropriate artefacts mentioned in this section should at all times reflect the detail and current state of the project under construction. You should strive to have a working prototype of the implementation available in your master branch at all times. All your documents and content concerning your project should be in your git repository.

4.1 Working prototype

You should implement your system in such a way that you will always have a working prototype of the system in your git master branch(**your master branch must have a working prototype and ready to use at ALL times**). The features that are not implemented yet should be mocked.

Besides the implementation code of the working prototype of your project you should also have the following documents:

4.2 Coding standards document

The coding standards document should describe your conventions and styles to ensure a uniformity in style, clarity, flexibility, reliability and efficiency of your code. Also document the file structure of your repository. See Chapter 18 in the textbook.

4.3 Testing policy document

You should have automated tests. Use a tool such as Travis CI to manage and automate testing and deployment of your system. Justify your choice of testing tools. The testing policy document should describe the procedure you are following for testing. Point to your git repository of test cases and test reports. See Chapter 18 in the textbook as well as the documentation of your chosen testing tools.

4.4 User manual

The user manual should start by having a brief description of the project in laymen's terms (avoid technical terms). Include a deployment *picture* i.e. something like your UML deployment diagram that should be in your requirements and design document, yet with pretty pictures of the devices you use. Write the document using the guidelines given in the UserManual.pdf document you can find in the Instructions folder on the CS Web page. The detail description of use cases should be only for the use cases that are already implemented (no imaginary or 'we may have' use cases).

5 Project Client

You should have regular discussions with your client. Seek their approval of all artefacts that we require for COS 301.

Your client is welcome to attend your demo, but it is not required. Ideally you should arrange to see your client for an additional half hour or more before or after your demo. The demo itself may be rushed and can not serve as an opportunity for you to ask your client some questions.

If your client needs access to campus – for the demo or any other meeting, please provide the following detail at least 48 hours before the time.

- Client Name

- Client e-mail address

- Client phone number

- Date

- Time

- Venue

- Vehicle description

- Vehicle registration number.