CS 5103: Software Engineering
Project 1 Overview

Directions: Pick one problem that a member of your team has, or a person a member of your team knows. It must be a real problem that can be partially or totally resolved via software. The more complete the solution to the problem the better (i.e. resolving 100% of the problem is better than resolving 80% with a proposed solution).

The following UML diagrams are due, with documentation attached describing the data types and descriptors that would compose the Semantic Backplane (see Chapter 1). Your documentation must describe the actual logical model, not just the line and block charts. Said differently, on page 16 examples of objects in the semantic backplane are Class, Use Case, and Dependency specifications. This type of project is designed for your teams to create and validate models that are consistent and sufficiently complete to design and implement a software system based on them.

Milestones for Class Discussion (Not graded, but required):

1. Problem Statement – Problem description, stakeholder, objectives, expected outcome, etc (2/10)
2. Use Case Diagram(s) – Diagram(s) that describe software flow and user interaction (2/17)
3. Class Diagram(s) – Diagrams(s) to explain the structure of objects within a software program (2/24)
4. Sequence/Activity Diagram(s) – Diagram(s) to explain flow of work within solution (3/2)

Project 1 Final Deliverable (Graded):

In class on Wednesday, 3/4:

- Each team will have 15 minutes to pitch 3 solution alternatives to the class
- The format of the pitches and supporting content (slides, etc) are at the discretion of each team
- Enough time within the 15 minutes must be left to obtain feedback from the in-class audience
- The remaining teams will vote for the solution they like the best. Count of votes to determine the selected solution.
- A compiled deliverable with update files is to be submitted through the Blackboard