So Yong Quay

Project I

Project I

- Course Name : Project I
- Course Code : CSIS3003
- Status: Core
- Prerequisite:
  - System Analysis and Design(CSIS2013),
  - Database System Design (CSIS2023),
  - Fundamental of Software Design & Development (PROG1003)

Objectives

- The aim is to help students to produce and complete the actual coding of the system by using the knowledge they acquired in the previous semesters.

Learning Outcome

- Upon successful completion of this subject, the students are able to:

  - Demonstrate a range of skills, knowledge and a clear understanding of the limitations and achievements of the project.

Learning Outcome

- Upon successful completion of this subject, the students are able to:

  - Design a product / process / artefact capable of meeting specific stated, whose scope and depth reflect the application of specialist knowledge and skills, and agreed objectives informed by appropriate research.

Learning Outcome

- Upon successful completion of this subject, the students are able to:

  - Manage and arrange a project, including planning and scheduling the use of the time and resources, in order to bring a substantial piece of work to a successful conclusion.

Learning Outcome

- Upon successful completion of this subject, the students are able to:

  - Evaluate critically a substantial product and the processes used in its construction.

Learning Outcome

- Upon successful completion of this subject, the students are able to:

  - Write and generate a comprehensive professional report and technical thesis on the work done, in a suitable prescribed format.

Synopsis

- Help students to produce and complete the actual coding of the system by using the knowledge they acquired in the previous semesters.
- This knowledge includes the feasibility study, planning and scheduling, system analysis and design, data dictionary, data flow diagram, entity relationship diagram, and other proper skills, techniques and documentation of a functionary complete system.

Assessment scheme

- Project Planning and Scheduling - 10%
- System Analysis and Design Skill - 10%
- Coding and Implementation - 50%
- Report and Documentation - 20%
- Presentation Skill - 10%

Introduction

- The project is intended to be a practical exercise which as far as is possible, is representative of the environment that you will encounter during your supervised work experience.
- It consists of three stages.
- There are clearly defined deliverables required for each stage.

Rationale

- The project is considered to be hard work, but also very rewarding.
- A large number of graduated students indicated that the project was the most useful second year subject in preparing them for their "year out".

Team Structure

- You will be placed into *teams*.
- Each team must have a *team manager*.
- It is not possible to accommodate specific requests for team composition, nor can changes be made to the teams once you have been decided, again, this closely resembles your period of supervised work experience where you will have little or no say in who you work with.

Operation

- Each team will be supervised by lecturer to oversee their work.
- The lecturer concerned is NOT there to tell you what to do, but instead, to offer guidance and assistance where necessary.
- This is **YOUR** project not the project of the lecturer. **You are required to meet with your lecturer at least once a week.**

Operation

- The problems which do occur with the project tend to relate to team members who do not pull their weight, consequently, attendance at these weekly meetings is **compulsory**.
- Non attendance at a meeting must be explained to the satisfaction of the lecturer.

Project Structure

- Stage 1: Project Initiation

- Stage 2: Investigation & Analysis

- Stage 3: Requirements System, System (at least 40 percent of final system) and Final Report for project I

Stage Dates

- **Project Initiation**
  - Due Date: 26th April 2018

- **Investigation & Analysis**
  - Due Date: 18th May 2018

- **Requirements System, System and Final Report for Project I**
  - Due Date: 6th July 2018

- **Please note that the above dates are not negotiable, they are to be rigidly adhered to.**

Team Working

- For each stage, a stage manager will be responsible for allocating work, recording progress, producing minutes of team meetings and submitting the completed stage deliverables to your lecturer according to the schedule.
- The minutes of your meeting(s) and a weekly progress report must be submitted to your lecturer **during** your weekly meeting with him.

Team Working

- The stage manager is also **required** to alert the lecturer to any problems regarding lack of effort by any team member(s), **but not until every effort has been made to resolve the matter within the team.**

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Deliverables --
General Comments

- No hand drawn/written documentation is acceptable.

- Team meetings must be held at least once per week.

- The whole team must meet with the project lecturer at least once per week.

- ERMs (Use UML instead)

- The involvement of a real user in your project will enable a more realistic product to be produced.

Specific Requirements Stage 1.

- **Project Initiation -- Deliverables**

  - Project Topic or title

  - Rationale for project choice

  - Background research

  - Literature review

  - An outline of the scope of the intended system

  - A financial justification for project

Specific Requirements Stage 1.

- **Project Initiation -- Deliverables**

  - A list of team members, together with their hand phone number, email and a copy of each members' CV.

  - An outline of the duties of each member for each stage

  - A plan of your team's projected work for stages 2 and 3.

  - A plan of how your team is intending to monitor and control stages 2 and 3.

  - Minutes of all team meetings held during this stage.

  - Project Plan

Specific Requirements Stage 2.

- **Investigation & Analysis** -- Deliverables

  - Data Flow Diagram (Use UML Use Case), containing all processes, defining the boundaries of the application.

  - An ERM containing an appropriate number of entities.

  - A description of, and rationale for, the choice of prototype/system processes, supported by appropriate (Use Case Description).

  - A set of appropriate Use Class, Activity and Sequence Diagrams for the entities affected by the process to be prototyped

  - Evidence of monitoring and control of actual work against planned work.

Specific Requirements Stage 3.

- **Requirements System, System and Final Report for Project I-- Deliverables**

  - A description of the rationale for your database tables and indexes (2 - 3 sentences for each table and index)

  - Prototype demonstration. The prototype should consist of:
    - A) All databases, tables, forms, queries and reports are developed to a reasonable level of functionality (to be agreed with your lecturer)

    - b) The prototype/system should be as complete as possible.

  - A prototype/system user guide.

  - A presentation, to your lecturer, of your findings after reviewing the result of the prototype / system demonstration.

  - Evidence of monitoring and control of actual work against planned work.