

# Sprint Work and Presentation

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In this class, you will exercise an agile/iterative software development process. Each team must divide the feature-set in multiple iterations and plan its development in weekly basis. At the end of each iteration, your project must have –

- Feature, functional/non-functional requirements of the feature, user stories pertaining to the feature, derived use cases, graphics user interface design.
- Pertaining system test cases derived from requirements.
- Analysis and Design of the feature inform of data model, view and controller (MVC design pattern).
- Implementation of planned features.

Your project report must capture all these artifacts when submitted on Moodle.

For project presentation and demonstration, you must prepare a professional quality presentation. Following criteria will be used to make you stay on path and improve your presentation skills -

- Quality power point slides
- Individual presentation skill, style and attitude
- Satisfactory answer to questions asked by students and instructor
- Basic knowledge of software engineering concepts learned in class
- Individual contribution

**Each team will have 12-15 minutes for presentation. You must use given presentation time effectively. Under or over utilization of time is lack of preparation and work. Each member must present. Your presentation must include following elements**

- Motivation and Vision (Big picture) – Only first week
- Project Plan of the week (Task, assignment and dependency on MS Project)
- Key application scenarios
- Conceptual User Interface Design
- Risk Analysis
- **Aspect of feature, which mechanically repeats in nature of design and implementation, will be considered overlapping. For example, simple CRUD for three different entities will be counted as overlapping feature. You should avoid them in presentation. Present following items**
  - User Requirement
  - User Interface Design
  - Analysis and Design (MVC)
  - Demonstration of the feature
- Demonstration