

COSC 499: Capstone Software Project Course

INTRODUCTION



WELCOME TO YOUR Capstone Project



WHO I AM?



 My name is Gema Rodriguez-Perez. I'm a new faculty in computer science and I will be your instructor in COSC 499.

• I'm originally from Spain, but I've been in Canada since 2019.

• Previously, I worked as postdoc in the University of Waterloo.

• My interests are Open Source Software, Software maintenance and evolution, software bugs, and team dynamics in Open Source.

COURSE OVERVIEW



- 8 Months project course with industry client (Sept-Apr)
 - Very hands off experience
- Client:
 - May or may not be technical. Requires a technical solution
- You: consultant role
 - Advice on technical decisions made and solutions provided
- Instructor:
 - Project manager role to measure progress
 - Support team management issues

EVALUATION CRITERIA



Total: 100%

• Team marks: 45%

• Milestones:

• Requirements (10%)

Peer testing #1 (10%)

Peer testing #2 (10%)

Final presentation and reports (15%)

All team submissions are modified by peer eval scores so individuals within the same team may get different marks

• Individual marks: 40%

Client Feedback: 15%

EVALUATION CRITERIA



• Total: 100%

• Team marks: 45%

Individual marks: 40%

• Weekly marks (30%)

Punctuality

Professionalism

Preparedness

Individual contributions (relative to team progress)

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Completed peer and group evals (10 %)

Client Feedback: 15%

EVALUATION CRITERIA



• Total: 100%

• Team marks: 45%

• Individual marks: 40%

Client Feedback: 15%

• Evaluation in December (5%)

• Evaluation in April (5%)

Rankings made based on submitted deliverables (5%)

POLICIES



- Late work:
 - No late work will be accepted without a valid medical note
- Passing criteria:
 - Students must pass all three components in order to pass the course (that is, >= 50%)

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Otherwise student will get a max of 45% for the course.





- Web page: https://gemarodri.github.io/Capstone499/
- Class meets on Wednesdays and Fridays.
 - Some days we will have lectures about important content for the project
 - Other days we meet to report on feature completion. There are a fixed time for each project (~15 m)

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- Everyone must show up for the class
- Submit all deliverables before class

HOW DO THE MEETINGS WITH THE CLIENT WORK?



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- Meet client once each week
 - 2/3 teams per project client
 - All teams meet with client together
 - No individual can monopolize client meeting
- Teams should share agenda and minutes with each other
 - Preparedness is crucial
 - Client will evaluate the teams based on meeting experience and submitted work
 - Client will rank output of each team's deliverables
- Beyond this course ultimate aim is to get client's reference letter





 The description of the projects is in https://gemarodri.github.io/Capstone499/projects.html

YOU NEED TO:

- Read the projects' description
- Rank the projects based on your preferences.





- Surveys in canvas will be used to form teams
 - Questions about skills/knowledge
 - Questions about clients' requirements
 - Questions about people preferences
 - Questions about project preferences
- Please, let me know as soon as possible if:
 - Anyone wants to withdraw, of if anyone is not sure if they will be in this course?
 - Anyone have problems to access to Canvas?





https://gemarodri.github.io/Capstone499

All items under THINGS TO SUBMIT are due at the beginning of class on the date it is listed. The sign \otimes denotes the weekly git stat report in PDF for each team. The sign \dagger denotes deliverables that your client will rank.

NEXT WEEK:



- Intro to software teams
 - Discuss team responsibilities and roles
 - Meeting expectations
- Details of how you will be graded each week

 Always check on website for up-to-date schedule: https://gemarodri.github.io/Capstone499/

DUE NEXT WEEK



- Watch IP video and review IP agreement
 - Especially 19:32, 38:53, 39:43
- Brief description in Canvas about your skills, interests, and hobbies. This will help other students that do not know you to learn and pick you as a potential teammate.

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- Treat others with respect. Respect the opinions of others in class discussions and team discussions.
- Be conscious of your body language. Non-verbal responses can also indicate disrespect.
- I'm open to any kind of feedback. Do not hesitate to tell me anything related to COSC 499, I will hear it.
- If you are encountering problems within your team, your client, or other students, please let me know.
- These are difficult times, I will try to be as much flexible as possible.