Project 2

Software Analysis and Design

Spring Semester 2021
SEIS 635 (3 semester credits)
Section 01
out October 9, 2020
200 Project Points

Overview

This document gives a short overview of the requirements for P2, your second project.

Each team will give a final 10 minute presentation on Zoom during one of our last two class meetings. You will also submit a short report and your related code in a GitHub repository. A separate handout will provide details. (10% of grade)

Project:

Gather requirements for, analyze, design, implement, and test your own original project.
Use of TDD is encouraged but not required.
I suggest a game, but you may select whatever project you like.

- You can use any programming language you like.

- It does not matter what your project is, but you must have at least 15 user stories. (15% of grade) (related to how users are going to user your application, not developers. You may have developer stories too, but you need 15 user stories)
- You will **create a sequence and class diagram of your project**. (25% of grade)
    o Your class diagram must contain aggregation/composition, associations, and inheritance.
- You will minimally test your project with junit or equivalent for non-java programmers. (10% of grade)
- You must create a working version of your software. Your source code must reflect your architecture, ie. the class diagram.   (40% of grade)
    o Important: Do not make any assumptions that something is obvious. If you change a name of a method in your source code, you must change it your class diagram.