Software Engineering Project

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1. Product, Vision and Requirements

- The finished product will be judged based on how "good" it is as well as in terms of the initial vision and the produced stories.
    - general qualities, such as performance, usability, and stability as well as qualities take make sense for the domain.
- Any non-functional requirements that are expressed as stories will be taken into account when determining "goodness".

1. Product, Vision and Requirements

- We will also consider how well the finished application captures the vision, and
  - How well the stories capture the vision, and
  - How these are realized in the application.

2. Design Decisions

- Various design elements, such as user interface, classes and packages, as well as external dependencies (libraries and services) will be considered.
- Should be motivated by user stories
- All external dependencies should be explicitly motivated (except Android)

3. Development and Code Quality

- The produced source code should be of high quality
  - object-oriented design patterns (GRASP)
  - comments
- We expect you to continuously integrate your code
  - so, github usage

4. Documentation and Testing

- Major design decision, such as external dependencies, should be documented.
  - comments
  - build and install instructions
  - getting started
  - “user stories”
  - design document
  - motivation for design decisions

5. Development Process

- Individual post-mortem report
- due May 31
- 5 pages, PDF/HTML

Post-mortem Report

- Which processes and practices did you use in your project?
- Approximately, how much time was spent (in total and by each group member) on the steps/ activities involved as well as for the project as a whole?
- For each of the techniques and practices used in your project you should answer all the questions:
  - What was the advantage of this technique based on your experience in this assignment?
  - What was the disadvantage of this technique based on your experience in this assignment?
  - How efficient was the technique given the time it took to use?
  - In which situations would you use/not use this technique in a future project?
  - If you had the practice/technique in a part of the project and not the entire project, how was using it compared to not using it?

Post-mortem Report

- Compared to other projects using a more plan-driven/waterfall process what were the benefits and drawbacks with the process used in this project?
- What worked well in how you worked in this project?
- What did not work well in how you worked in this project?
- How did you work together as a group in the project? What worked and not in your interaction(s)?
- What would you do differently in a future but similar project?

Presentation/Handoff

- Approximately 30 mins to setup and show off your product
- Suggested flow
  - start with vision, motivation
  - present a few user stories
  - demo some of these in the application
  - discuss good/bad regarding the application
  - discuss good/bad regarding the development