ICS3U6 Final Project – 2018

Introduction

As a culmination task for the Grade 11 CS course in Java you will be building an application that uses all the skills developed throughout the course. You and your group (2 to 4 students) will propose a project and then work, following a process/schedule, to accomplish the task. Project options can be anything from useful application software/tools to entertainment/games.

Step 1 – Project Proposal & Defining Requirements (2.5%)

Your initial proposal should include a brief description of your program including its main features and its purpose. The goal here is to explain and justify your program choice and why the project is suitable to demonstrate ALL the concepts learned in the course and why the program is suitable for the number of group members your team contains. The proposal is to be completed on the Moodle.

Step 2 - Defining Requirements (2.5%)

This stage requires you to go into depth about your programs functionality. You must identify all the functionality that will be seen in your program & challenges that you expect to occur. This plan should include screen sketches/demos to set your design goals.

Step 3 – Design (15%)

Considerable emphasis should be put on the overall design of your program. Your software should follow principles of modularity. Classes, methods, and data structures should be very carefully planned out BEFORE you begin programming. You will be required to build a Gantt chart and submit it to the course site. The design stage should also include an estimate of timelines and division of duties amongst group members.

Step 4 – Development (10%)

Each group member will complete a brief daily log. The log should not only detail daily work, but also include collaborations, research, etc. This log is to be completed on the Moodle and will be time stamped.

Step 5 – Testing (5%)

The Program should be tested extensively during the development (cyclic approach). After internal testing and bug fixing has occurred, you will be required to have a third party tester evaluate your software. You will evaluate the thoroughness of your evaluator. This evaluation is to be found on the Moodle.

Step 6 – Implementation (50% function / code 15%)

Finally, you will be demonstrating your software. Make sure each team member is prepared to answer questions.