COMP3211: Software Engineering
Online Presentation via MS Teams

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Organization (1)

❖ Arrangement

➢ Venue: MS Teams   MS Teams

➢ Date: 26 Nov. 2024 (Tuesday)   28 Nov. 2024 (Thursday)

➢ Time: 15:30—18:20   12:30—15:20

➢ Groups: *(Most likely will overrun)*
1, 2, 4, 5, 6, 8, 9, 10, 12,   3, 7, 11, 13, 14, 16, 17, 19, 20,
15, 18, 24, 25, 26, 27, 28,   21, 22, 23, 32, 35, 41, 42, 43,
29, 30, 31, 33, 34, 36, 37,   45, 47, 48, 50, 51, 52, 61,
38, 46, 49, 55, 66, 69, 76,   64, 70, 88, 97, 98, 99, 100

❖ Notes

➢ Not all members must be present.

➢ You are encouraged to play the presentation recording.

➢ If you will present live, remember to time and rehearse your presentation beforehand!

➢ Be punctual! Groups that are late will be moved to the end of the queue.

Organization (2)

- ❖ 4.5-min presentation + 1-min Q&A
  - ➢ Main contents
    - ▪ The game UI design regarding 1) the supported user commands, 2) the output of the game status, and 3) the error handling mechanism, respectively.
    - ▪ The overall design of the game, i.e., the combination of Deliverables 2.a and 2.b.
    - ▪ One important lesson learned from the project regarding requirements engineering, API design, or unit testing.

  - ➢ If group B presents after group A, group A needs to ask group B a question after group B's presentation
    - ▪ The instructor will ask the first presenting group a question

End