SOFTWARE ENGINEERING PROJECT

You are required to make an application. You are free to choose what type of application (web based, mobile etc.) Your application should have a novelty, meaning should have some features that are not available in the current existing application. Should have 5 features (or more).

At the end you will submit a technical report containing the following:

Table of Contents

1. Introduction/Background – session 2 SL1
   1. Why did you choose to make this software.
   2. What is(are) your new feature(s) (which is not available in other similar application)
2. Description of the software – session 12
   1. Describe your software and its features. SL2
   2. Use Case Diagram (of the overview - not details) SL6
   3. One activity diagram of one Use Case (your choice) Should represent the main function in your application, SL6
   4. Class Diagram. SL6
3. The process model that you chose in making this project. Explain the reason behind your choice and show documentation that you really perform the process model on your project. – session 6 SL3
4. Project Management (5%) SL 4
5. Complexity of your software by calculating the cyclomatic complexity- session 21
6. Effort Estimation (Using FP Analysis) – session 5 SL5
7. Project Schedule – session 9 SL 8
8. Create a Risk table for your project. – session 13-14 SL7
9. Perform Software Testing – session 21 SL 9
10. A video showing a demo of your running application (just send the link to your video). This is optional, only mandatory if the team has not presented in class.
11. Closing/References (if any)/Conclusion

Grading Scheme:

* + - 1. Table of Contents (2%)
      2. Introduction and background 5%)
      3. Description of software and Use Case Diagram, Activity Diagram (Choose one), Class Diagram (15%)

* + - 1. Process Model (10%)
      2. Project Management (5%)
      3. Cyclomatic Complexity (10%)
      4. Function Point Effort estimation (10%)
      5. Project Schedule (10%)
      6. Risk Table (10%)
      7. Software Testing (10%)
      8. Presentation/Video (10%)
      9. Conclusion (3%)