

# Problem Statement and Goals

## ProgName

Team #, Team Name  
Student 1 name  
Student 2 name  
Student 3 name  
Student 4 name

Table 1: Revision History

Date	Developer(s)	Change
Date1	Name(s)	Description of changes
Date2	Name(s)	Description of changes
...	...	...

## 1 Problem Statement

[You should check your problem statement with the [problem statement checklist](#). —SS]

[You can change the section headings, as long as you include the required information. —SS]

### 1.1 Problem

### 1.2 Inputs and Outputs

[Characterize the problem in terms of “high level” inputs and outputs. Use abstraction so that you can avoid details. —SS]

### 1.3 Stakeholders

### 1.4 Environment

[Hardware and Software Environment —SS]

## 2 Goals

## 3 Stretch Goals

## 4 Extras

The extras chosen for the project are a **Design Thinking Document** and **User Instructional Video**.

The Design Thinking Document will explain how we approached our project from a higher level perspective.

The User Instructional Video will be a demonstration on the use of our application, to serve as a guide to new users and a demonstration to instructors alike.

[For CAS 741: State whether the project is a research project. This designation, with the approval (or request) of the instructor, can be modified over the course of the term. —SS]

[For SE Capstone: List your extras. Potential extras include usability testing, code walkthroughs, user documentation, formal proof, GenderMag personas, Design Thinking, etc. (The full list is on the course outline and in Lecture 02.) Normally the number of extras will be two. Approval of the extras will be part of the discussion with the instructor for approving the project. The extras, with the approval (or request) of the instructor, can be modified over the course of the term. —SS]

## Appendix — Reflection

[Not required for CAS 741 —SS]

The purpose of reflection questions is to give you a chance to assess your own learning and that of your group as a whole, and to find ways to improve in the future. Reflection is an important part of the learning process. Reflection is also an essential component of a successful software development process.

Reflections are most interesting and useful when they're honest, even if the stories they tell are imperfect. You will be marked based on your depth of thought and analysis, and not based on the content of the reflections themselves. Thus, for full marks we encourage you to answer openly and honestly and to avoid simply writing "what you think the evaluator wants to hear."

Please answer the following questions. Some questions can be answered on the team level, but where appropriate, each team member should write their own response:

1. What went well while writing this deliverable?
2. What pain points did you experience during this deliverable, and how did you resolve them?
3. How did you and your team adjust the scope of your goals to ensure they are suitable for a Capstone project (not overly ambitious but also of appropriate complexity for a senior design project)?