SEG 4105
Presentation Guidelines

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Presentations

- Project Presentation
- Customer Demo

Project Presentation

- Each person must present!
  - How a group divides the time among the members is up to the group

- Fixed duration per group (determined by TA)
  - Presentation will be <u>cut off</u> at **EXACTLY** the given time!
  - Make sure you rehearse sufficiently not to go over time.

- Groups will present in order determined by TA.

- Customer (TA) might ask questions
  - Other groups can't ask questions since you're all competing

- Upload your presentation in Brightspace.

Content

- **Skip** project description; everyone knows this already.

- **Skip** business case; everyone knows this already.

- **Start** with Requirements Engineering
  - Functional
  - Non-functional
  - Assumptions made

- Work Breakdown Structure (WBS)

- High-Level Design
  - Discuss alternatives and why you chose this specific design

- Top 5 project risks and mitigation plan
  - Explain **how** (brainstorming, prior experience, historical databases, impact analysis, decision trees, etc.) you identified, analyzed, and mitigated risks.

Content (…)

- Organization
  - Functional, Matrix, Projectized, …
  - Show team member's roles

- Development Methodology chosen
  - Scrum, XP, general I&I, Waterfall, etc.
  - Explain why you think this choice fits the project

- Schedule and budget outlook
  - Doesn't need to be 100% complete at the time of presentation

- Change Management Plan

- Tools and Environment
  - Configuration Management plan

- Test Plan
  - Show a few of the test cases

- Lessons Learned, to be used for future projects.

Customer Demo

- Demo will be done on your own device(s).
  - No need to upload anything to Brightspace for demo.
- Each team gets a fixed time (determined by TA).
  - Demo will be <u>cut off</u> at **EXACTLY** the given time!
  - Make sure you rehearse sufficiently not to go over time.
- Format is entirely up to you, as long as you show a proof-of-concept, prototype, mock-up, etc.
- Treat this as a bid, you're trying to convince the customer to give the project to your group.
  - The aim is to impress the customer with your proof-of-concept demo
  - Essentially, you're selling the product: features, usability, strengths, price, duration of development, etc.