COMP2003 Computing Group Project

Dr Ji-Jian Chin

Module Leader

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Teaching Staff

Staff Member	Contact Details
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DR. Ji-Jian Chin

- Lecturer in Computer Science
- Subject Specialist for Cybersecurity
- Industry experiences:
  - Designed and developed the Multimedia University Research Management System.
  - Consultant for Juris Technologies Private Limited.
  - Cryptographic Advisor (MYSEAL) under Cybersecurity Malaysia.
  - Security consultant for MIMOS Public Limited.
  - Certified trainer by Human Development Resource Corporation, Malaysia, Protégé trainings under Cnergy Private Limited and ProvenPac Private Limited.
  - Member of ISC2 Malaysian Chapter.

Ali Golbaf

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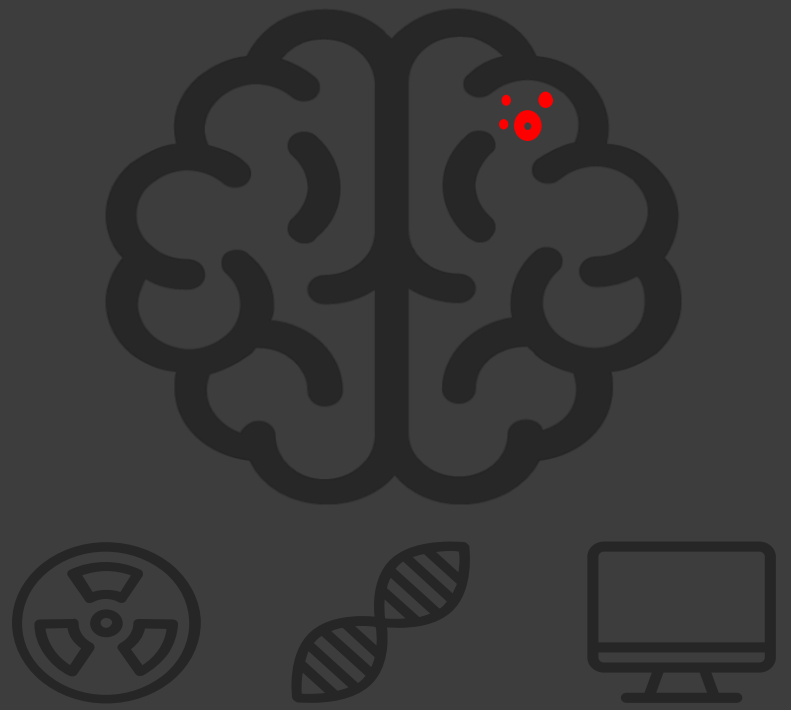

BSc: Mechanical Engineering

MSc: Mechanical Engineering

PhD 1: Mechanical Engineering

PhD 2: Computing

Visiting Teacher for almost three years

Session outline

- Module Overview
- How module is assessed
- Team work
- Project Management

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Module Overview	Team working and managing a substantial project

	Integrate what you have learned so far in previous modules and apply this to a complex software project
	• Software Engineering
	  • design and implementation
	  • requirements capture and analysis
	• Security
	
	• Degree specific
	  • Software Development (CSD/CS)
	  • Security (Cyber)
	  • Games industry (GDT)

	Evaluate and reflect on what you have done

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Summary of module	**Requirements Analysis** : Identify what the solution should do. Understand the problem, understand the end-users and what they really need.
	Security : DevSecOps! Identify what security aspects you need to consider.
	Architecture : Identify how to create your solution. Remind yourself of COMP1000/COMP1004 (or equivalent)
	Manage the project : Apply agile project management techniques to your project. Demonstrate you can manage your own time! Use version control properly!
	Software Development : Implement your solution and justify your choice of technology. Strive for quality – not a mad dash to implement every requirement you might think of. Size is not as important as you think it is.
	Testing : HCI, unit testing, user acceptance testing. Strive for quality in what you do – then prove it with a robust test plan.
	Reflect : Think about what YOU did. Take responsibility for your own actions. Write it up and provide robust evidence for what you have learnt.

Module Delivery Structure

- Students should spend approximately 8 hours per week on self-study
- See the Module handbook and Assessment brief for full schedule of deliverables

	Details	When
Face to face Sessions	Introduction, Requirements, Team working and Agile	1, 2 and 3rd weeks
Lab Usage	Use at any time it is free	All year
Client meetings	Specific points then every 2 weeks	Week 4 = client networking event
Presentations	In Handbook	19 Jan 23, 2 May 24
Deliverables	In Handbook	9 Jan 23, 2 May 24

Schedule

Week	Date	Topic
1	25 September (Monday)	Introduction to COMP2003. Icebreaker. Group formation session.
	29 September (Friday)	Requirements Engineering, Software Development
2	2 October (Monday)	Jason Truscott Group Study session
	6 October (Friday)	Pippa Waller Team Building session
3	9 October (Monday)	Agile and GIT management technical.
	13 October (Friday)	Anthony Edwards' Entrepreneurship session
4	20 October (Friday)	Professional Communications. Client meetings.

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Supervision & Feedback

- You are expected to meet with your client every 2 weeks.
- Arrange these meetings at your client's convenience.
- You need to show your client something and get their feedback on it.
- Seminars from Week 5 onwards – check in with member of staff
  - Discuss activities so far
  - Minuted and recorded for assessment

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Recommended Reading

- Reading List contains plenty of pointers
- Most recommended = “**Agile Software Development, Principles, Patterns, and Practices**”

Do not forget the library!

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Reminder of student responsibilities

It is your responsibility to try to learn and to try understand.

Ask if you do not understand, but try and seek understanding from the sources provided first

It is your responsibility to access the resources available to you.

We do not TELL you what to do. We guide you.

We will tell you where to find things

So use the library, use the other resources available to you.

Online Resources

LinkedIn Learning

YouTube

See faculty statement on AI use!

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Assessed learning outcomes	Work as part of a team in identifying, analyzing, proposing and documenting a solution to a specific problem appropriate to the degree and/or field of study.
	Implement an effective solution using appropriate techniques, technologies and processes accounting for any appropriate legal, social, ethical and professional constraints.
	Evaluate and reflect upon the suitability of the solution to the given problem

Assessment

- Two elements
- Four submissions – 2 in January and 2 in May
- January submission = 30% all marks
- May submission = 70%

Coursework (80%)	Practice (20%)
Group (50%) - Product (30%) - LSEP (20%) **Individual (50%)** - Process (30%) - Evaluation (20%)	**Group (100%)** - 10 minute presentation

Semester Marks Breakdown

	Coursework	Practice	Weight
Semester 1 (Interim)	80 (24 marks of total)	20 (6 marks of total)	30%
Semester 2 (Final)	80 (56 marks of total)	20 (14 marks of total)	70%
Total Marks	100	100	100

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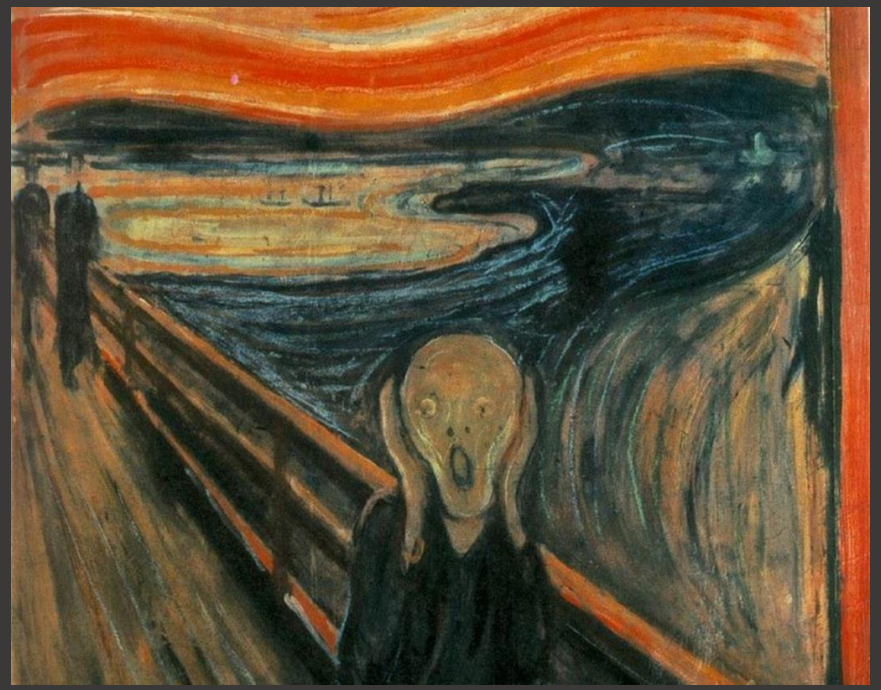
What if I fail?

- 2 attempts only
- 2nd attempt capped at 40% (unless you have EC's)
- If 2nd attempt is referral
  - Get to do it over the summer
  - But on your own (you've had the support during the term)
- Else
  - Repeat the year doing the modules you have failed



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Referrals are NOT an easier version of the coursework. They are just as hard. They can be harder as there are no support sessions

Tips for assessment

- Plan your time
- Deliver consistency
- Play well with teammates
- Plan for contingencies
- Engage with the client and teaching staff!
- Use the seminar sessions to gain feedback on your work
- Plan and practice the presentation – REHEARSE

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A word about Group work

- Assessed - how you interact with others
- Employers want to know you are “hireable”
  - People who cannot interact with others are not employable
- People come in all different shapes/sizes/looks/abilities
  - Not everybody is lazy
  - Do not judge before you see the behavior
- Take responsibility for your own behavior
  - Be honest

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Groups

- MAXIMUM size is 4
- Pick at least one person you want to work with
- Two routes
  - 1 You form a team yourself
  - 2 I put you in a team

In a moment we will do some activities so you can meet others on your course!

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Any Questions?

Project Types

- Client-based or Startup Projects
- SAME DELIVERABLES: a working IT product!
- Client-based:
  - You will work with clients you are assigned to.
  - Primary allocation of teams here – all client slots must be filled.
  - Teams who cannot find clients will go for the startup route.
- Startup Projects:
  - You will work with Tony Edwards who has a wealth of experience running startups.
  - Unless you have a strong case (you need to write to me and Tony for consideration), this will be a secondary choice.

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Team meetings

- Expectations are that you have one per week
- Must take “minutes” and save to your repo
  - Key facts – who, when, what decided, what actions to do, apologies
  - One document per meeting
  - Record who was absent
  - Preferred but not mandatory – video recording. Softskill critique and more substantial evidence.
- If someone misses two meetings – notify ML
  - If someone misses a meeting without any apology – notify ML
  - If someone is not committing to GitHub as they should – notify ML
  - Marks reduction in place for such contingencies.

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Project Management

More later in week

- Self-organising teams – no hierarchy
- Not expected to deliver it all – BUT you HAVE to deliver something
- Produce evidence in GitHub Repo
- Using an Agile approach
- Team management and interaction under PROCESS (30%).

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Deliverables

- Interim Submission:

- Project/business proposal including software design specifications.
- Minimum viable product.
- Minutes of seminars and client meetings under the GitHub repository.
- Presentation video.
- Personal reflection document (documenting participation, contribution to the group and personal thoughts about the project experience).

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Deliverables

- Final Submission:

- Signed user acceptance test (UAT) by the client or endorsement letter by investor.
- Fully working product.
- Final report.
- Poster.
- Member contribution form.
- Client/Investor instruction manual.
- Presentation video including demonstration.
- Minutes of seminars and client meetings under the GitHub repository.

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Important Dates

Element/ Deliverable	Description	Date/Deadline	%
1	Team formations	Friday, 25th September to 6th October 1pm	
2	Client / Project Networking event	Friday 20th October 9am to 1pm	
3	Project bid Allocations finalized by 27th October	Friday 20th October 5pm	
4	Initial meetings with clients/investor Meetings to be arranged by student/team	End of Planning Sprint 1	
5	Project plan validation meeting Meetings to be arranged by student/team	End of Planning Sprint 2	
6	Prototype development Reach a minimum viable product	Run development sprints for Semester 1	
C1/W1	Interim Submission Interim deliverables on GitHub with evidence via DLE	Tuesday 9th January	30% of C
P1/W1	Marketplace demo Team presentation of initial prototype and design documents in showcase	Friday, 19th January	30% of P
7	Development sprints begin. Check in with client every two weeks.	Beginning December in Semester 1 and carrying on throughout Semester 2	
8	UAT and Handover to client Presentation to client	19th April to 2nd May	
C1/W2	Final Submission	2nd May @ 3pm	70% of C
P1/W2	Showcase Presentation Team presentation of final product in showcase.	2nd May	70% of P

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Break

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Activity: Human Bingo

- Take a Bingo sheet
- Go around interacting accordingly with your classmates
- If you find someone who fits the description, write their name in the box.
- Fill up a row, a column or a diagonal to win!

Common errors

- Each year students are told, focus on user stories, user stories are not “let’s create database first, create the interface next” etc
- Not preparing for contingencies – health issues, disengaged members, clients going missing…
- Each year students ignore that advice
  - Each year the students wonder why they didn’t get good marks
  - Why they hit problems because they didn’t have anything working ahead of time
- They thought they could use Easter to catch up
  - Because they didn’t do anything in the weeks before hand
  - 24 weeks work does not fit into 3!

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Any Questions?

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