CS/SE 2XB3 – Final Project Progress Checklist Group #: US Lab Section: 01

Instructor: Dr. Reza Samavi
Date: March. 33. 2019

Members who are absent: n/a

Project Planning and monitoring	Progress score Poor Excellent				
A meaningful title for the project is being selected.					Cilcin
Comment:					
Project Objectives and Scope are refined. Roles and responsibilities are assigned, including		0	0		0
mandatory roles. Comments:					
Comments:					/
A revised Project plan is provided.					3
Comment:					
The revised objective and role document is submitted.	(")			0	7
Comment:	*ound	**************************************			
A software development method is selected and followed. How many iterations are					0
considered? In which iteration the project is currently in?	Sameli				٥
Comment:					
Project Log, as described in Section 6.3, has been developed and frequently submitted. The log					1
captures all milestones and important events with supporting documents for some events.	Small		,		
Comment:					
Software Requirements					
The application domain is well understood and described. (Section 6.4.1)					0
Comment:					
Functional requirements are identified. (Section 6.4.2)					X
Comment:			_		_
Non-Functional requirements are identified (Section 6.4.3)					0
Comment:				0	0
SRS document is being submitted to Avenue.					0/
Comment:					2
Preparation for Design and Implementation		J J			
The first iteration of conceptual design (UML diagrams) has been completed. (Sec. 6.5)	0	0		0	8
Comment:		_			
Software platforms for implementation is being decided and work has already been started to					0
get acquaintance with the tools and implementation environment.					
Comment:					
A working low/medium fidelity prototype is being provided. It could be individual					N
components of the final prototype.					
Comment:					
The approach for internal review/evaluation of the implementation is being decided. How					1
much progress is being made?			-		
Comment:					
Other Comments:		1			
Progress Excellent = 5 Very Good = 4 Satisfactory = 3 Basic = 2 Poor = 1 Not covered = 0					