

CS3300 Introduction to Software Engineering

# Project 2 Description

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# Project Topic

Open Ended

Pick your own topic:

You need to justify that the topic is interesting, relevant to the course, and is of suitable difficulty (Don't do a project very similar to project 1)

Few examples of project topics from previous year submissions:  
marketplace for GT students, group studying, Student-Tutor  
communication apps.

# Technologies you are now familiar with

- Google Cloud
- Java Servlet
- REST Platform like Spring Boot
- Frontend development (js,html, css, ...)
- Backend testing
- Debugging
- Working efficiently with IDEs, VCs

# Technologies for Project 2

Anything you want. Can be web-based or android application.

Backend: Build up your expertise in Java/SpringBoot or go for Node.js/others

Frontend: Keep it simple or try something new. React/Angular

Database: Datastore/FireBase/MySQL/mongo

**Highly Recommended:** to use Google Cloud services to deploy. Build on your cloud expertise. Big hit among employers.

**Mandatory:** GitHub

Bonus Points will be awarded to teams adopting interesting/difficult topics/technologies

# Submission Deliverables

Project Progress Report (pdf submission) - 5% grade

Project Presentation in class (Demo) – 15% grade

Project Report (GitHub Page Link)- 20 % grade

Project Codes (share your private GitHub repo) – 5% grade

# GitHub

- Make sure to have your GitHub for this project
- Ensure it is private
- It is important for your future reference
- Add it to your resume
- GitHub page can be very compelling for employers

# Project Progress Report

- Introduction (problem statement, what you plan to do, how is it relevant)
- Software Technologies you will be using
- Software Output/ Purpose
- Current Progress
- Challenges (if any: among team-members, how are you planning to deal with it)
- Conclusions

# Presentation

- 10 Groups
- Each Team will have 14 minutes time
- 1 minute Q&A
- 5 Teams per day
- **Make sure to have a demo**



# Project Report

- Explain All phases of Software Development in your project (Refer your assignments for details)
- Team Contributions
- Technologies