




Computer Science: Software Engineering Design vs EGEN 310

Discover					Communicate	
	Define	Ideate	Prototype			
				Test		
EGEN 310	<ul style="list-style-type: none">• <i>Background Research</i>• <i>Observation</i>• <i>Interaction with Stakeholders</i>	<p><i>Discoveries distilled into:</i></p> <ul style="list-style-type: none">• Functions (Verbs) • Objectives (Adverbs/Adjectives) • Constraints = standards, non-functional design boundaries	<p><i>Generate ideas for design concepts:</i></p> <ul style="list-style-type: none">• Functions to Morph Charts <i>Diverging Design Space</i> • Objectives to Pugh Charts <i>Converging Design Space</i>	<p><i>Build a prototype to begin to fill in gaps in design knowledge</i></p> <ul style="list-style-type: none">• Prototype ...<ul style="list-style-type: none">• To test most uncertain parts• If fundamental physical modeling is not possible• If statistical information is required• To learn about fit and tolerance of components• Long List of System Interfaces<ul style="list-style-type: none">• FMEA• System Integration	<p><i>Set up experiments and test to learn more about uncertain design aspects</i></p> <ul style="list-style-type: none">• Clearly identify variables in question• Define what constitutes an “effective” result• Summarize next steps	<p><i>Utilize MANY forms of communication to inform your team, client and stakeholders about your design process</i></p> <ul style="list-style-type: none">• <i>Face to Face Meetings:</i> Team meetings (with/without instructor), with other instructors, with Makerspace and Innovation Alley staff• <i>Written Communication:</i> Texts, emails, memos, A3, Readme Files, Smartsheet• <i>Visual Communication:</i> Fabrication drawings, terrain maps, sketches and schematics, photos, videos, charts to document design process, spreadsheets for numerical models
Computer Science – Software Engineering Design	<ul style="list-style-type: none">• <i>Very Human Centered!</i>• <i>User/Client Empathy</i>• <i>Interviews</i>	<ul style="list-style-type: none">• <i>Initial User Story Requirements</i><ul style="list-style-type: none">• Functional vs Non-functional requirements• UX Requirements<ul style="list-style-type: none">• Accessibility• Level of User Knowledge• <i>UML Use case diagram</i>• <i>Done = ?</i>	<ul style="list-style-type: none">• <i>UML</i>• <i>Interface</i>• <i>Update User Story as Necessary</i>• <i>Estimation of Tasks</i>• <i>Database Design</i>	<ul style="list-style-type: none">• <i>Design and Develop Code</i>• <i>Possibly a UX prototype</i>	<ul style="list-style-type: none">• <i>Release and Test with Users to Obtain Feedback</i>• <i>Continuous Integration</i><ul style="list-style-type: none">• Automated testing as each new part of code is added/attached• After each addition, run tests to ensure functionality• <i>Tools: github, JIRA, Kanban, Travis CI</i>	<ul style="list-style-type: none">• <i>From “Day 1” Written Documentation Needs to Include...</i><ul style="list-style-type: none">• <i>Source Code from Day 1 that Exists</i>• <i>Tests</i>• <i>User Documentation</i>• <i>Developer Documentation</i>• <i>Attribution of any open source code</i>• <i>Marketing Writeups</i>• <i>Licensing</i>