2. Project Description

The following document describes the fundamental scope and plan of a group project to be done in the Software engineering course, Software Process (331). The purpose of this project is to create an interactive multi-year schedule builder for software engineering students. In addition, being a team project, it emphasizes on the value of team cooperation and organization. The team name is “the Schedulers” and is composed of 12 students, having specific roles of front-end programmer, back-end programmer and documenters.

The document provides a foundation to follow when implementing the system. It contains what the system should do, meaning requirements and behaviors, and what we will use to achieve our goal, defining the resources and technologies used.

The overall goal of this project is to create a system that can generate a schedule. The application should allow a user to log in to the network after signing up. It shall also invite the user to add his/her classes and display his/her preferences, for example: choosing only night classes. The system shall create a schedule, based on the inputs of the user, to be displayed on screen.