

California State University, Sacramento Department of Computer Science

6000 J Street · Riverside Hall 3018, MS 6021 · Sacramento, CA 95819 T (916) 278-6834 · F (916) 278-6774 · www.ecs.csus.edu/csc/

TO: Professor <name>, on behalf of the CSC190 Teaching Team

FROM: Team Name: <name>

Client Name: <name>

DATE: Spring Semester 2022

SUBJECT: Senior Project Proposal (Draft)

The senior project requirement is intended to provide our majors with experience in the development of a software application for a public or private sector client. Student teams work and collaborate with their client over two consecutive semesters. The work requires not only team collaboration but also close collaboration with their client in order to ensure the delivered software will provide the value that the client expects. Upon completion of the project and the course, all team members should have gained an understanding of the commitment, discipline and practice necessary to successfully develop and deliver an acceptable software product.

To ensure a successful completion of the project, I have advised our teams to work with their client and draft up a proposal that should, at a minimum, include the following:

1. A brief description of the client's "business"

2. A brief description of the value the client expects to derive from the project

3. A general description of the features to be provided by the software



California State University, Sacramento Department of Computer Science

6000 J Street · Riverside Hall 3018, MS 6021 · Sacramento, CA 95819 T (916) 278-6834 · F (916) 278-6774 · www.ecs.csus.edu/csc/

4. A brief description of the expected uses of the software
5. A brief description of the expected users of the software
6. Contact information: name, phone number and email address
If the scope of work required seems appropriate, our CSC190 teaching team will approve the proposal. The teams will then work with their client and complete a formal contract, called "Product Charter Document", to be signed by both the team and the client.



California State University, Sacramento Department of Computer Science

6000 J Street · Riverside Hall 3018, MS 6021 · Sacramento, CA 95819 T (916) 278-6834 · F (916) 278-6774 · www.ecs.csus.edu/csc/

More about CSC Senior Project

The Minimum Scope and Complexity of a typical project should be equivalent to what would be required for the team to understand and apply the technology necessary to implement a Web-based application, including the design and implementation of the required software and supporting database. Such a system would then require a number of features involving user interactions, designed and implemented using a Web interface. Students are highly encouraged to apply technologies such as Database Management, Artificial Intelligence, Information Security, Predictive Analytics, etc., as an Add-on feature of the application. While this characterizes most projects undertaken by our senior project teams, other types of projects of similar or greater complexity are acceptable. If you are not sure whether your project is acceptable, please go ahead and submit the proposal. We will review the proposal and get back to you immediately.

The importance of **Client and Team Collaboration**: Throughout the project, the team is expected to meet regularly with their client. There is strong evidence to suggest that effective collaboration between the client and the team throughout the development work is essential in ensuring the project's success. <u>On average, the team is expected to meet with their client once every two weeks, and each meeting usually lasts for 30 mins.</u>

During the first semester, the team will work with their client to specify each of the required features, the types of expected users, and what each of the features will need to provide its intended users. In addition, the client will need to prioritize the set of features and the user's needs associated with each feature. The team will deliver a Project Charter, requirements document, and a high-fidelity prototype at the end of the semester. In addition, the team, the team will be highly encouraged to start the implementation of the product.

A major portion of the development work begins in the second semester. The work will be partitioned into a sequence of two-week intervals. The work assigned to each interval will be the highest priority feature not yet completed and the user stories that the team estimates can be completed at the end of the two weeks.

At the end of each two-week segment of work, the team and the client should assess the usability of the work completed; agree on whatever changes might be needed. In addition, the team and client will identify and plan for the highest priority work to be scheduled and completed in the upcoming two-week segment.

We do expect that the time and effort expended will be positive and productive for the team but also for the client. I do check with clients each semester on progress and effectiveness of the collaboration. In addition, I expect that clients to feel free to contact me if there are questions



California State University, Sacramento Department of Computer Science

6000 J Street · Riverside Hall 3018, MS 6021 · Sacramento, CA 95819 T (916) 278-6834 · F (916) 278-6774 · www.ecs.csus.edu/csc/

and/or issues that might require my attention.

Ownership of the Software Product. The software and all of the supporting materials must be delivered to the client as a condition of completion of the project. There are no formal agreements as to the ownership of the software. However, if the client requires clear and legal title to the software (or some other type of arrangement), a separate agreement should be prepared by the client with the team member signatures provided as an agreement to the client's "terms and conditions" regarding ownership.

For further questions, please contact me at kenneth.elliott@csus.edu.