

Purpose of Assignment

The Software Engineering course covers techniques for dealing with the complexity of software systems. We will focus on the technology of software engineering for the individual and small team, rather than business or management issues. This Mobile App project aims to provide an opportunity for students to analyze, design, develop, and deploy a mobile app that is sponsored by an industry partner. By the end of this lab, you will be able to determine the objectives of your project, team members and the platform for developing and deploying your mobile app. You will be working in your team for this project.

Checklist for Lab #01 (week one):

1. Read the attached article (*Mobile Web Apps and Development Best Practices_ A Tutorial _ Toptal.pdf*) to get a general idea of what it takes to make a good mobile app.
2. Review project summaries from the attached file (*CSE120_F19_Project_Summaries.pdf*) and fill out the Google Form from the following link **before Friday (9/6)**.
 - <https://forms.gle/C4d2BVayL1VGXXEs8>
3. Visit the following link to learn about how to run effective project status meetings.
 - <https://www.pmi.org/learning/library/secrets-running-project-status-meetings-7009>
 - You don't need to follow everything from this article, just pick what may work for you in your meetings.

Checklist for Lab #01 (week two):

4. Conduct your first group meeting. You should belong to a group by now. Discuss the following items in your meeting and make records in your meeting minutes.
 - Select a project manager, who will oversee the progress of the project as well as serve as a point of contact with the sponsors. You still need to code as a project manager!
 - Select a note taker to take meeting minutes. You can also take turns to take notes every week.
 - Assign roles to each of your group members.
5. Include **action items** in your meeting minutes indicating:
 - What, Owner, Due dates, Status (New, In-progress, Completed)
 - This information will impact your individual scores.
6. Communicate with the other teams working on the same project and plan for a meeting (physical or virtual) with the sponsors before 9/20 to gather requirements. All teams should get the same set of requirements for the same project. The difference is how you will fulfill them. Make sure to be professional, as you are representing the school.
7. Before the actual meeting with the sponsors, devise a **plan** of how you will elicit the requirements.

Below is the timeline of this class project. Be sure to plan accordingly in your meetings.

- Lab #1: Project selection, team assignments (weeks of 9/2, 9/9)
- Lab #2: Meeting with your sponsors (week of 9/16)
- Lab #2: Requirement analysis and specifications (week of 9/23)
- Lab #3: Project design, planning, and prototype (week of 9/30)
- Lab #4: Implementation, 3 iterations (10/7 – 11/22)
- Lab #5: Testing (week of 12/2)
- Final demo (12/9, 12/11)

Please complete your first project progress report as follows and submit it through CatCourse under Lab #1 before the deadline (September 20th):

Report #1

Date:

Project Title:

Group members and their role (Project manager, note taker, UI/GUI designer, programmer, DB Designer, etc.):
