### **Software Engineering Project checklist**

This checklist is a minimum set of tasks that Software Engineering students should ensure they complete when developing their Software Engineering Project.

The following tables contain a description of the tasks with a column to check with a tick (P) when complete.

|  |  |
| --- | --- |
| **Project proposal** | |
| Problem definition |  |
| Research |  |
| Project pitch |  |
|  |  |
| **Identifying and defining** | |
| Project brief – develop the project brief |  |
| Feasibility study – include scheduling and financial feasibility |  |
| Tools, hardware and software required (functional performance, data and boundaries) |  |
| Skills analysis – what skills are needed? What skills (if any) still need to be learnt? |  |
|  |  |
| **Researching and planning** | |
| Research for the problem |  |
| Commercial or other solution that might already solve this problem |  |
| Idea generation – any mind maps, sketches, draft algorithms, code blocks or pre-developed modules/libraries |  |
| Planning Gantt chart |  |
| Finance plan |  |
| Research evidence and selection of software development approach |  |
| Social and ethical implications of the project |  |
| Solution specification development |  |
| Mock-ups, design idea generation, storyboard |  |
| Implementation of software engineering techniques that influence the final design ie reverse engineering |  |
| Documentation of a testing approach, including test data and developing the test plan |  |
|  |  |
| **Producing and implementing** | |
| Develop algorithms |  |
| Develop programming code, backup procedures and version control measures |  |
| Design and develop interface elements |  |
| Run, modify and refine code |  |
| Compile program |  |
|  |  |
| **Testing and evaluating** | |
| Document method to test and evaluate code |  |
| Optimise code |  |
| Apply test plan |  |
| Respond to feedback |  |
| Project evaluation |  |