Reflection and Traceability Report on Software Engineering

Team 2, SyntaxSentinals
Mohammad Mohsin Khan
Lucas Chen
Dennis Fong
Julian Cecchini
Luigi Quattrociocchi

[Reflection is an important component of getting the full benefits from a learning experience. Besides the intrinsic benefits of reflection, this document will be used to help the TAs grade how well your team responded to feedback. Therefore, traceability between Revision 0 and Revision 1 is and important part of the reflection exercise. In addition, several CEAB (Canadian Engineering Accreditation Board) Learning Outcomes (LOs) will be assessed based on your reflections. —TPLT]

1 Changes in Response to Feedback

[Summarize the changes made over the course of the project in response to feedback from TAs, the instructor, teammates, other teams, the project supervisor (if present), and from user testers. —TPLT]

[For those teams with an external supervisor, please highlight how the feedback from the supervisor shaped your project. In particular, you should highlight the supervisor's response to your Rev 0 demonstration to them. —TPLT]

[Version control can make the summary relatively easy, if you used issues and meaningful commits. If you feedback is in an issue, and you responded in the issue tracker, you can point to the issue as part of explaining your changes. If addressing the issue required changes to code or documentation, you can point to the specific commit that made the changes. Although the links are helpful for the details, you should include a label for each item of feedback so that the reader has an idea of what each item is about without the need to click on everything to find out. —TPLT]

[If you were not organized with your commits, traceability between feedback and commits will not be feasible to capture after the fact. You will instead need to spend time writing down a summary of the changes made in response to each item of feedback. —TPLT]

[You should address EVERY item of feedback. A table or itemized list is recommended. You should record every item of feedback, along with the source of that feedback and the change you made in response to that feedback. The response can be a change to your documentation, code, or development process. The response can also be the reason why no changes were made in response to the feedback. To make this information manageable, you will record the feedback and response separately for each deliverable in the sections that follow. —TPLT]

[If the feedback is general or incomplete, the TA (or instructor) will not be able to grade your response to feedback. In that case your grade on this document, and likely the Revision 1 versions of the other documents will be low. —TPLT]

1.1 SRS and Hazard Analysis

1.2 Design and Design Documentation

1.3 VnV Plan and Report

2 Challenge Level and Extras

2.1 Challenge Level

[State the challenge level (advanced, general, basic) for your project. Your challenge level should exactly match what is included in your problem statement. This should be the challenge level agreed on between you and the course instructor. —TPLT]

2.2 Extras

[Summarize the extras (if any) that were tackled by this project. Extras can include usability testing, code walkthroughs, user documentation, formal proof, GenderMag personas, Design Thinking, etc. Extras should have already been approved by the course instructor as included in your problem statement. —TPLT]

3 Design Iteration (LO11 (PrototypeIterate))

[Explain how you arrived at your final design and implementation. How did the design evolve from the first version to the final version? —TPLT]

[Don't just say what you changed, say why you changed it. The needs of the client should be part of the explanation. For example, if you made changes in response to usability testing, explain what the testing found and what changes it led to. —TPLT]

4 Design Decisions (LO12)

[Reflect and justify your design decisions. How did limitations, assumptions, and constraints influence your decisions? Discuss each of these separately. —TPLT]

5 Economic Considerations (LO23)

Our product targets academic institutions and code competition organizers who require tools for detecting plagiarism in programming assignments and competitions. This market is growing, particularly as the demand for academic integrity and fair competition increases.

To market the product, we would focus on partnerships with universities, colleges, and organizations that host coding competitions. Additionally, we would leverage online platforms such as LinkedIn, GitHub, and educational forums to promote the product. Demonstrations at academic conferences and workshops could also help showcase the product's capabilities.

The estimated cost to produce a sellable version of the product includes the following:

- **Amazon S3**: For storing code submissions and related data, we estimate monthly costs of $50 based on the expected storage size and access frequency.
- **Amazon SQS**: For managing message queues during the plagiarism detection process, we estimate monthly costs of $30 based on the number of messages processed.
- **Web Hosting**: Hosting the application on a cloud platform (e.g., AWS EC2 or similar) would cost approximately $100 per month.
- **Domain Registration**: A yearly cost of $15 for a custom domain.
- **Marketing**: An initial budget of $1,000 for targeted ads, promotional campaigns, and outreach to academic institutions.
- **Development Costs**: Assuming the team is working on this part-time, we estimate $3,000 for initial development and testing.

In total, the initial cost to produce a sellable version would be approximately $5,000, with ongoing monthly costs of around $180.

We would charge academic institutions and competition organizers $500 per year for a subscription-based model, which includes access to the plagiarism detection tool and support services. To break even, we would need to acquire at least 10 paying institutions or organizations within the first year. For an open-source version, we would focus on attracting users through community engagement, detailed documentation, and contributions from developers. The potential user base includes hundreds of academic institutions and organizations globally, particularly those that emphasize academic integrity and fair competition.

6 Reflection on Project Management (LO24)

[This question focuses on processes and tools used for project management. —TPLT]

6.1 How Does Your Project Management Compare to Your Development Plan

[Did you follow your Development plan, with respect to the team meeting plan, team communication plan, team member roles and workflow plan. Did you use the technology you planned on using? —TPLT]

6.2 What Went Well?

[What went well for your project management in terms of processes and technology? —TPLT]

6.3 What Went Wrong?

[What went wrong in terms of processes and technology? —TPLT]

6.4 What Would you Do Differently Next Time?

[What will you do differently for your next project? —TPLT]

7 Reflection on Capstone

[This question focuses on what you learned during the course of the capstone project. —TPLT]

7.1 Which Courses Were Relevant

[Which of the courses you have taken were relevant for the capstone project? —TPLT]

7.2 Knowledge/Skills Outside of Courses

[What skills/knowledge did you need to acquire for your capstone project that was outside of the courses you took? —TPLT]