



# Project Selection & Kickoff

Jaydee C. Ballaho

# Review: Last Topic

---

- What is Software?
- Types, Characteristics/Attributes of Software
- What is Software Engineering?
- Goals and Importance of Software Engineering
- Fundamental Activities in Software Engineering
- Issues affecting Software Engineering
- Different types of Software Applications



# Outline

---

- Project Selection Guidelines
- Different Software Development Roles
- Tips for Successful Project Delivery
- Software Engineering Ethics
- Group Establishment
- Company Establishment
- Initial Data Gathering



# Project Selection Guidelines

---

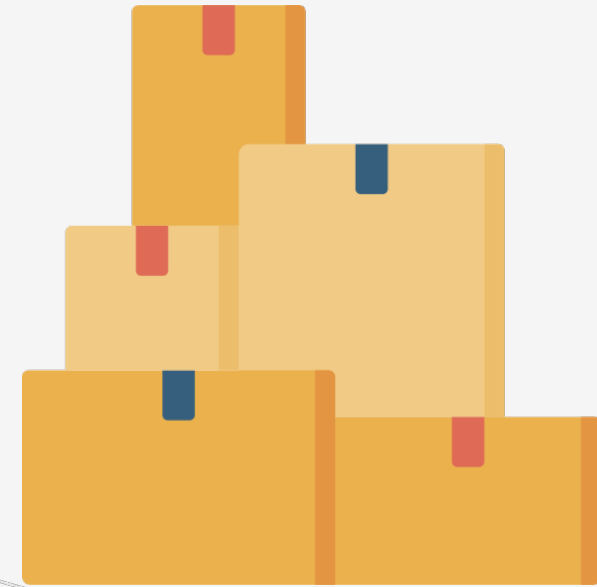
- Web App
- Client (not relative or family)
- Availability of Contact Person
- Doable until mid 2<sup>nd</sup> Semester 2020-2021
- No research-based and simulations
- No 2 groups similar project
- Project (New or Improvement)
- Useful even in small way



# Types of System

---

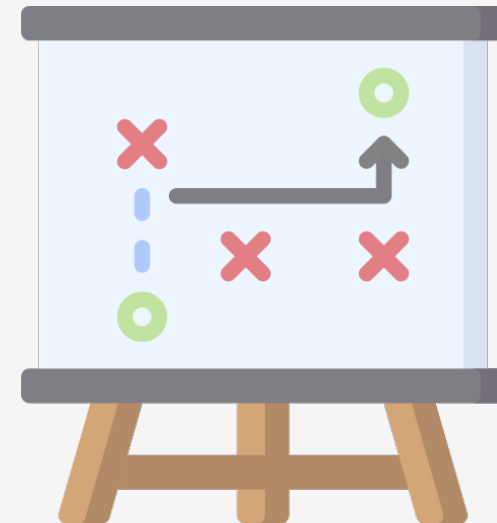
- Embedded System
- Information System
- Sensor-based Data Collection System



# Sample Project List

---

- Online Student Assessment
- E-Commerce
- Web-based Point-of-Sale
- Online Book Buying & Selling Portal
- Online Canteen Food Ordering System
- Read more: [List of Project Topics, Act.1 Page 3](#)





Software Dev Team

# Project Manager / Product Owner

---

## PRODUCT OWNER

deeply understands project, clients and users

strives to fulfill the vision and requirements

focuses on delivering value

flexible, creative, diligent, and analytical





# Business Analyst

---



## BUSINESS ANALYST

understands complex business processes

translates business needs to requirements

focuses on delivering maximum business value

has a data-oriented approach

# Lead Developer

---



## DEVELOPER

builds the actual product

solves technical problems

estimates the time needed to deliver a task

follows the trends and constantly learns

# Quality Assurance Engineer

---

## QUALITY ASSURANCE ENGINEER

focuses on quality

verifies if solution meets the specification

identifies bugs

helps to improve product stability



# User Experience Designer

---



## UX DESIGNER

designs the way people interact with a product

understands business goals of the product

conducts researches and user studies

focuses on product usability and functionality

# User Interface Designer

---

## UI DESIGNER

focuses on satisfying users

assumes and anticipates what users expect

connects visual design with user's interactions

applies basics of UX design

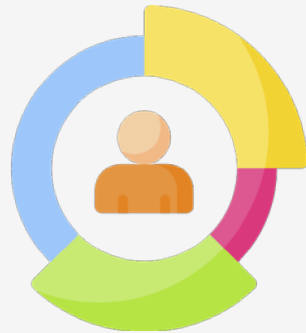


# Software Engineering Ethics

---



Confidentiality



Competence



Intellectual  
Property rights

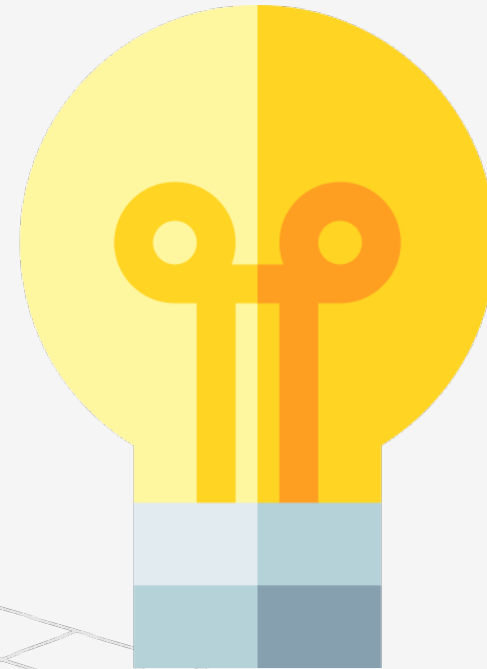


Computer Misuse

# Project Delivery Tips

---

- Brainstorming Activity
- Start at Day 1
- Do not lag or slack
- Be resourceful
- Always ask for help





# Group Establishment



# Group 1

---

- Jojen Du Balan
- Vinczar Jailani
- Erika Mae Viray
- Abdel Basier Kamlian
- Efraim James Talucod
- Maureen Fatimah Cabanlit



## Group 2

---

- Ansar Osamad
- Robert Anulhasim Jr.
- Jiezel Camlian
- Shairamae Bedio
- Clyde Denzel Guinilac
- Fhadzrin Panga



## Group 3

---

- Ronald Vincent Saplad
- Junie Manambaje
- John Paul Fernandez
- Bushrana Tanjilil
- Ceed Jennelle Lorenzo



## Group 4

---

- Azlina Zanariah Malik
- John Rupert Sierra
- Sitti Rayna Jumli
- Reuel Mendoza
- Realyn Lumigan
- Jessiekelly Eguac



## Group 5

---

- Claire Jean Villamor
- Gabriel Ybera
- Joana Mae Francisco
- Mervin Naguio
- Giovanni John Vilos
- Aljohn Ebol



## Group 6

---

- Joshua Tan
- Sherica Kyla Jaafar
- Baron Jacob Rabadon
- Precious May Jamsuri
- Ahmad Khaliq Tuttuh



# Group 7

---

- Sherard Chris Banquerigo
- Jeremy Tinguha
- Lucas Pollescas
- Wendie Anne Octavio
- Mohammad Hussayn Imao
- Dave Saludaes



## Group 8

---

- Adrian Agcaoili
- Reynan Labadlabad
- Charles Loui Arbelera
- Al Rashid Nur Imran
- Mark Angelo Valdez





# Project Kickoff

---



Company



Data Gathering

# Company Establishment

---

- Company Name
- Company Logo
- Company Mission, Vision, and Objectives
- Policies (Meetings, Funding, Penalties, Expulsion)
- Organizational Structure
  - Management
  - Analysis and Design
  - Development, Testing, Training

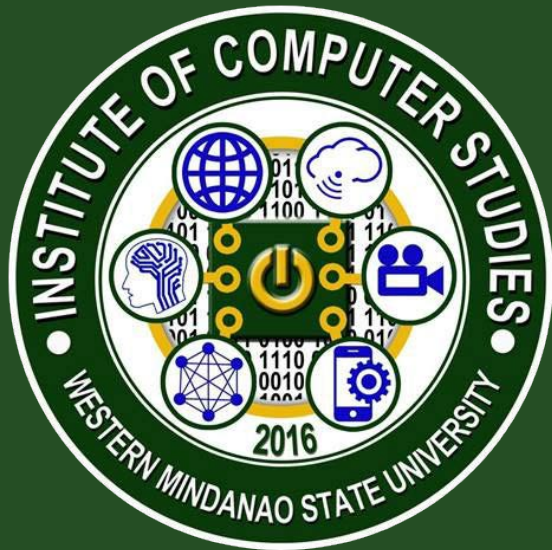


# Initial Data Gathering

---

- Client's Agreement Form
- Techniques (interviews, observation, or surveys)
- List of Interview Questions (15 Questions)
  - Process
  - Data
  - Organization
- Record, Transcribe and Summarize





Thank you!!!