



In the workplace, you will be required to present status reports about your software engineering project to stakeholders. At a minimum, this includes the customer and your supervisor(s), though it may also engage others such as: users who perform tasks with your solution; compliance and regulatory specialists; and allied information technology staff. This second formal project deliverable is an opportunity to share progress of your work on important *design* criteria (think “triangle”), or “requirements engineering”, including the most relevant features and functions required for most user activity (i.e., *80-20 Rule*).

You and each of your team members must provide your own *written status report* (typically a Word document) and proof of progress. A practical way to accomplish this is to capture a screen shot as an artifact of a solution feature or function is working on screen. In a sense, team members are sharing a demo of their own “*prototype*” of a feature, module, or function. It is important to understand that the successful student will submit artifacts for his/her own work and submit documentation for selected responsibilities on behalf of the team as a whole.

Important - The team criteria listed below can be copied verbatim in the team section of each status report submitted by you and your colleagues. The individual criteria will be *different* and *unique* for each member of your team, though it is acceptable if responses to team criteria are identical.

In your Word document, use the headers in bold shown below for each of your status report responses. For example, the first section header you would list in your status report would be...

Roles & Deliverables: Team Members** then **Roles & Deliverables: Milestones

From the Team... [Two Points Each]

1. Roles & Deliverables

- a. Team Members – Explain how *delegation* of objectives and goals is progressing? Have members fulfilled the initial roles and responsibilities assigned? Have any changes to roles or assignments been made?
 - Everyone on my team is doing their part in getting this project together. We’re fulfilling our assigned positions, and we also upload our progress to Github on a weekly basis.
 - b. Milestones – Describe whether the first iteration of objectives and goals have been completed as planned? Have adjustments to milestones been made since the last formal presentation to stakeholders?
 - We have completed most of our objectives thus far. We have a registration/login page with the option to save progress, a Database that connects to the Servlets and HTML, and a functional web page that displays the game (we will finish the story soon). Player achievements and a player score board are still a work in progress.
 - c. Requirements – Does the team record basic requirements and design engineering criteria? Does the documentation logged by the team reflect the specifics above?
- Remember* - *If it wasn’t documented, it didn’t happen.*
- Yes, every week, we update our progress with the pieces that we are working on.



From Each Person... [One Point Each]

2. Prototype Purpose - Explain the primary purpose of the prototype reported in the status report.
 - The Primary purpose of my Database is to store the Data of the users, the user's progress in the story, whilst storing the data of the stories, admins, and achievements.
3. Prototype Context - Provide a brief description of where this prototype is used relative to the solution as a whole.
 - The Database stores the user information, such as their username and user key that they use to log in. The information is kept safe in the Database so that the program remembers returning users, and hold the information of new users, as well.



4. Prototype Functionality

- a. Format – The prototype *must* appear in a manner that is *similar* to what a user would experience when operating the module, feature, or function.
- Since the Database is user friendly, it won't be hard to access the database and create save data upon registration.
- b. Process – The prototype demo must be similar to the intended steps followed in a user interface or can be the ordered steps of a storyboard as a user works with the prototype.
- The user will have their data stored and available for whenever they log in.
- c. Performance – Use of the prototype must clearly reflect the actions that result when a user engages the production feature. (The output or a screen shot is sufficient.)
- The user will be able to create a database on their own device so that their data will be safe and secure.

5. Interim Work – List the important accomplishments that you have you accomplished since the last presentation/report.

- My list of accomplishments was being able to create more database tables and posting consistent updates on Github.
- 6. Steps Performed for the Live Demo – Define the actions in order that you performed while you demonstrated the working prototype in the status report session. Did you run to generate a working user interface? Did you display of a wireframe representation of a user interface? Share a graphical representation or mockup of a prototype?
- Although I was able to show the structure of the database tables and queries within it, some of the tables give me error messages when I try to run them. I will ensure that my piece is fully optimized and functional for the next presentation.
- 7. Issues, Challenges – Describe issues and challenges you personally encountered during this period; how you documented this and/or related this to your team. [Hint: A screen shot of an appropriate GitHub post would suffice.]
- A challenge I'm currently facing is some database tables not running properly (as stated above). Lorenzo suggested to reverse engineer the database and see what happens. I will take his advice and see where it goes for the best.
- 8. Assistance, Guidance – Did members of your team or course instructor(s) assist with guidance? If so, how did you capture this and disseminate this detail? [Hint: A screen shot of an appropriate GitHub post would suffice.]
- Lorenzo is an awesome team player. He helped to pave the way for the database to work with the Java/HTML Program, and helped with the development of some of the tables as well. We communicated via Facebook messenger.