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CMSI 402

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Senior Project Laboratory

Assignment #1

1. The basic tasks that all software engineering projects must handle are, requirements gathering, high-level design, low-level design, development, testing deployment, maintenance and wrap-up
2. Requirements gathering is to learn the customer’s wants and needs. High-level design describes the major pieces of the application and how the interact. Low-level design provides more detail about how to build the pieces of the application so that the programmers can actually implement them. Development is writing the code to implement the application. Testing is to run the application under different situations to detect flaws or bugs. Deployment is making the application available to users. Maintenance is implementing bug fixes, additions, enhancements and future versions of the program. Wrap-up is looking at the project’s history to see what went right and what went wrong for future projects.
3. Yes
4. JBGE stands for Just Barely Good Enough. It means to write minimal code and documentation. No more than what’s necessary.
5. The critical path goes through G, D, E, M and Q. The tasks on the critical path are as follows:

G - Rendering engine

D - Character editor

E - Character animator

M - Character library

Q. -Character testing

The critical path has a total length of 32 working days.

1. (See Attached)
2. Simply add tasks at the end of the schedule for unexpected problems. If unexpected sick leave occurs insert it’s lost time in the schedule.
3. The biggest mistake would be doing nothing when a task slips. The other mistake is putting more people on the task assuming they can reduce the total time.
4. The characters of a good requirements are clear, unambiguous, consistent, prioritized and verifiable.
5. U = User, N = Nonfunctional, I = Implementation, F = Functional and B= Business

* a. Allow users to monitor uploads/downloads while away from the office. B
* b. Let the user specify website log-in parameters such as an Internet address, a port, a username, and a password. U,F
* c. Let the user specify upload/download parameters such a number of retries if there's a problem. U,F
* d. Let the user select an Internet location, a local file, and a time to perform the upload/download. U,F
* e. Let the user schedule uploads/downloads at any time. N
* f. Allow uploads/downloads to run at any time. N
* g. Make uploads/downloads transfer at least 8 Mbps. N
* h. Run uploads/downloads sequentially. Two cannot run at the same time. N
* i. If an upload/download is scheduled for a time when another is in progress, it waits until the other one finishes. N
* j. Perform schedule uploads/downloads. F
* k. Keep a log of all attempted uploads/downloads and whether the succeeded. F
* l. Let the user empty the log. U,F
* m. Display reports of upload/download attempts. U,F
* n. Let the user view the log reports on a remote device such as a phone. U,F
* o. Send an e-mail to an administrator if an upload/download fails more than its maximum retry number of times. U,F
* p. Send a text message to an administrator if an upload/download fails more than it's maximum retry number of times. U,F

All categories need one requirement except for implementation requirements.

1. Brainstorm List
   1. Game calculates score based off of time puzzle was completed (S)
   2. Game shows how much time has passed by (M)
   3. Game has a local high score list (S)
   4. Game has an online high score list (C)
   5. Game has three settings: Easy, Medium and Hard (C)
   6. Game supports all languages (W)
   7. Game has colorblind mode for those who suffer color blindness can play (M)
   8. Game has background music (S)
   9. Game has survival mode in which you must complete multiple games within a time limit. (C)
   10. Game can pause (M)