Tin: A Language for the RISC-V Architecture

Team Software Engineering (2122 CMP2804M-2122) Assignment 3

(max 6500 words)

## Introduction (max 200 words)

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[**Introduction (max 200 words)**](#_lhdlk3jxgddb) **1**

[**Software Engineering (max 800 words)**](#_c5q0zsq1v266) **3**

[**Implementation (max 2000 words)**](#_d7sdmcs6yzss) **3**

[**Testing Strategy (max 1500 words)**](#_ysgzrwye43as) **3**

[**Release (max 500 words)**](#_7t07rbtxc965) **3**

[**Evaluation (max 1500 words)**](#_2hbvd8ua7gbt) **4**

[**Group Work Conclusion (max 800 words)**](#_vamziw4eact4) **4**

[**Artefact and Media Materials (Links)**](#_p69ph5lhld8k) **4**

[**References (no limit)**](#_f27jpuhbsyjh) **5**

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## Software Engineering (max 800 words)

* Describe the software engineering strategy
* Include a discussion of what software development approach you took (Kanban, Scrum, Agile, Waterfall etc).
* Why we felt that strategy was appropriate for your project.
* Include diagrams regarding how your software was constructed, including references to any dependencies or libraries.
* This section should clearly detail how you have planned to build your artefact.
* Should also describe how you implemented (and used) version control.

## Implementation (max 2000 words)

* This section should clearly explain what you have built, and how you have built it.
* Justify the approach you have taken, and the toolsets you have chosen to use.
* Should detail any challenges in implementation that you faced, and how these were overcome
* Code snippets can be used to explain any complex or novel ideas.
* This section should justify the detail and complexity of the project.
* Explaining why it was worthwhile building, and how we justify it as a year-long team project.

## Testing Strategy (max 1500 words)

* This section you should explain what your testing strategy was and how we implemented it.
* We will need to see evidence of a testing strategy that was used throughout the development cycle of the software artefact.
* Should include results of tests, and discussion about how issues were managed.

## Release (max 500 words)

* This section you should describe how we released your artefact.
* Specifically, describe what platform you released it on and why that was an appropriate venue.
* Furthermore, describe what precautions you put in place to manage issues-on-release.

## Evaluation (max 1500 words)

* The evaluation will be partly from us, but should also include insights from users (reviews for example).
* Should include a discussion about how you could develop the artefact further in the future.

## Group Work Conclusion (max 800 words)

* This section they expect a co-authored reflection on how your group has worked together throughout the project.
* Should include some discussion about your successes, as well as areas that you could improve.
* This should be an honest and critical statement, and should help you to set personal development targets for future work.
* As part of the reflection we should include a table which details each member’s individual involvement in the work (as a percentage).

## Artefact and Media Materials (Links)

* This should be in the form of a link to the platform that the final project has been released on.
* If your platform only hosts the executable, you should also provide a link to where the code can be accessed (GitHub for example).
* In addition, this should provide a link to some ‘media materials’ that could be used to promote your artefact to its target audience. This should include a video no longer than 2 mins long.

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## References (no limit)