

# Computer Science Senior Design Project Proposal Template

The BSU Computer Science Department invites industry partners to propose one or more projects for our senior design course. The faculty reviews the proposals, and the student development teams choose their projects from an approved list. Industry partners become *sponsors* of the chosen projects.

## About Projects

Please refer to <http://coen.boisestate.edu/jconrad/cs481sponsors> describing the sponsor's responsibilities, intellectual property considerations, and guidelines for a successful engagement with your student team.

## About this Template

This template provides preliminary information necessary for the faculty and students to evaluate your proposal; your student team will use the Scrum process to capture your software requirements. This template is a guideline and may be modified as needed; send completed proposals to [jimconrad@boisestate.edu](mailto:jimconrad@boisestate.edu).

## Abstract

Briefly describe the tool, application or product to be developed.

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### User Needs (What does the product need to do)

Needs may be written as stories (i.e. “As a <role>, I need <goal> so that <benefit>”).

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### Prior Art

Describe existing solution(s) and the ways in which they do and do not address the needs identified above. Must some existing features be preserved?

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[illegible]

## Proposed Solutions

Describe any proposed solutions, if known, indicating any mandatory technologies, code, data, features or frameworks. If unknown, indicate this will be a “green field” project granting the development team considerable room to innovate.

[illegible]

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## Deliverables

Describe the required deliverables (e.g. client-side application, server-side application, web service, installers, tests, documentation, etc).

[illegible]

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### Lifecycle

The project lifecycle (e.g. waterfall, agile, etc) may be specified by either the sponsor or by the student team, subject to the instructor's approval.

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### Sponsor Contact

The sponsor assigns a contact to meet weekly with the student team to review lifecycle artifacts, progress, next steps and impediments. The contact serves as the *customer's representative*, able to judge if the product meets its success criteria.

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### Hardware

Identify any special hardware (e.g. an embedded system, mobile device, graphics processor, etc) required to implement the project along with the plan for making it available to the development team.

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## Software

Identify any commercial, proprietary or prototype software (e.g. an existing application program, a commercial database management system, a commercial server or hypervisor, etc) required to implement the project along with the plan for making it available to the development team.





## Intellectual Property

Describe your requirements for Non-Disclosure (NDA) and Intellectual Property Agreements.

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