

Purpose of Assignment

The Software Engineering course covers techniques for dealing with the complexity of software systems. We will focus on the technology of software engineering for the individual and small team, rather than business or management issues. This software capstone project aims to provide an opportunity for students to analyze, design, develop, and deploy a software product that is sponsored by an industry partner. By the end of this lab, you will be able to determine the objectives of your project, team members and the platform for developing and deploying your project. You will be working in teams for this project.

Checklist for Lab 1 (Week 2: 1/24 – 1/30)

1. Read the resources provided in the assignment page to get a general idea of what it takes to make a good software/app.
2. Review project summaries from the attached file (**21S CSE120 Project Summaries.pdf**) and fill out and complete the [registration survey](#) **before 12:00pm (noon) on Friday, Jan 29th**.
3. Visit the following link to learn about how to run effective project status meetings.
 - <https://www.pmi.org/learning/library/secrets-running-project-status-meetings-7009> (it is highly recommended that you bookmark this link for future reference).
 - You don't need to follow everything from this article, just pick what may work for you in your meetings.

Checklist for Lab 1 (Week 3: 1/31 – 2/6):

4. Conduct your first group meeting. You should belong to a group by now. Discuss the following items in your meeting and make records in your meeting minutes.
 - Select a project manager, who will oversee the progress of the project as well as serve as a point of contact with the sponsors. You still need to code as a project manager!
 - Select a note taker to take meeting minutes. You can also take turns to take notes every week.
 - Assign roles to each of your group members.
5. Include **action items** in your meeting minutes indicating:
 - What, Owner (who is doing it?), Due dates, Status (New, In-progress, Completed)
 - This information will impact your individual scores.
6. Communicate with the other teams working on the same project and plan for a meeting with the sponsors before **Friday, 2/12** to gather requirements. All teams should get the same set of requirements for the same project. The difference is how you will fulfill them. Make sure to be professional, as you are representing the school.
7. Before the actual meeting with the sponsors, devise a **plan** of how you will elicit the requirements.

Below is the timeline of this class project. Be sure to plan accordingly in your meetings (by now you must have figured out that week 1 was 1/17 – 1/23).

- Lab 1: Project selection, team assignments (Weeks 2 and 3)
- Lab 2: Meeting with sponsors (Weeks 3 and 4)
- Lab 2: Requirement analysis and specifications (Week 5)
- Lab 3: Project design, planning, and prototype (Week 6)
- Lab 4: Implementation, 3 iterations (Weeks 7 – 14)
- Lab 5: Testing (Week 14)
- Final demos (Weeks 15 and 16)
- Coordinated with Innovate To Grow (5/14)

Please complete your first project progress report as follows and submit it through CatCourses under Lab 1 before the deadline **(Friday, 2/12)**:

Report #1

Date:

Project Title:

Group members and their role (Project manager, note taker, UI/GUI designer, programmer, DB Designer, etc.):

Selected Platform:

Selected IDE and SDK:

Do you need a database? If so, what is your selected DBMS?
