

Intro to Software Engineering — Final Project Stages May 7, 2023

FINAL PROJECT STAGES

The Final Project is **50% of your final grade**. As such, this project will be completed in phases, and it does include a presentation and a peer evaluation component. Two key requirements are:

Throughout the entirety of the course, you will be working on your own software project. The course project is a major component of your evaluation.

You will need to work in teams of size **5-7 students**. No teams with less than 5 and more than 7 students will be allowed.

You will follow [Agile](#) Development methodology, with frequent deliveries, as specified below.

Project tracking will be done using [Jira](#) or [Trello](#); one of the Agile tools much in demand in the modern software engineering.

How to have a successful team

Your solution must conform one of the following software architecture patterns:

- MVC: <https://en.wikipedia.org/wiki/Model-view-controller>
- Micro services: <https://martinfowler.com/articles/microservices.html>
- Three-tiered architecture: <https://www.linuxjournal.com/article/3508>
- Architectural patterns will be covered in lecture notes in the first few weeks.

Your solution must be produced using some kind of full stack (MEAN, MERN, etc). The reason for that requirement is that your solution must include a back end, front end, and software that connects both front end and back end.

See here: https://www.w3schools.com/whatis/whatis_fullstack.asp

PHASES AND DEADLINES

Sprint 0:

- Start the project by identifying key objectives of the project.
- Weight: 18% of your final project mark.
- Due date: Jun 2nd 11:59pm, on GitHub.

Sprint 1:

- Weight: 18% of your final project mark.
- Due date: Jun 16th 11:59pm on GitHub.
- Software presentations: During tutorials of that week.
- Peer evaluations due on Quercus @ June 16th 11:59pm.

Sprint 2:

- Weight: 18% of your final project mark.
- Due date: Jul 7th 11:59pm on GitHub.
- Software presentations: During tutorials of that week.
- Peer evaluations due on Quercus @ Jul 7th 11:59pm.

Sprint 3:

- Weight: 18% of your final project mark.
- Due date: Jul 21st 11:59pm on GitHub.
- Software presentations: During tutorials of that week.
- Peer evaluations due on Quercus @ Jul 21st 11:59pm.

Sprint 4:

- Weight: 18% of your final project mark.
- Due date: Aug 4th 11:59pm on GitHub.
- Software presentations: During tutorials of that week.
- Peer evaluations due on Quercus @ Aug 4th 11:59pm.

Final Project Presentation

- Weight: 10% of your final project mark.
- You are allowed to implement small bug fixes, but not entire features.
- Date: Aug 8th
- Project presentations: Held on Zoom. A detailed schedule and signups will be posted later in the course.