

SEIS 610 Project

This project gives students the opportunity to work within a team situation that simulates a distributed, real-world environment. The project work draws on several topics covered in lectures including project planning. We will not be implementing the final product so programming skills will not be an impediment to success. We will be using a modified version of the Rational Unified Process as our design methodology and each group will produce the artifacts required of each phase.

You can pick any project you like. Project ideas will be discussed the first day of class.

Each deliverable will be described in a separate document.

The actual artifacts will be delivered on paper and you will be required to make a final presentation to the class at the end of the semester.

The end-product will be a well-designed and well-documented piece of software that will be ready to implement if a developer wanted to move forward. As **there is no code requirement and I strongly recommend you do not spend time trying to grind out code during this short semester.**

Grading Rubric

The three factors that make up the report grade, and their approximate weights, are

Content: 60%

Consistency: 30%

Presentation: 10%

Content refers to contents and relevance to the phase related to the report.

Consistency refers to the report-to-report consistency. Does it look like you have “started over” each time?

Presentation refers to the generic issues, such as spelling and grammar, formatting, and page count. If you put effort into making a nice-looking report, you will get more points.

Finally, names are required from participants on all submissions, even if they are in the same group. If a name is not on a submission, that name will not get any points. I will assume they did not participate in any group work.