



# MyTripDiary

## Team No Idea:

Tai Chen An  
Tan Ming Rui, Ezra  
Goel Armaan  
Sim Guanyu  
Xu Yinfeng  
Nepal Aaradh

### 3.1 *Demonstrate your working product*

- 3.1.1 Each team will have about 20 minutes for demo. We provide our suggestions below. But it is completely up to you how to run your demo. Try to surprise us!
- 3.1.2 We have NO dressing code for the demo. We are IT professionals☺.
- 3.1.3 You can send one representative for the demo. Alternative, some or all team members can participate in the demo by playing different roles of actors.
- 3.1.4 The demo must consist of live demo of your working product. This may take 13-15 minutes. You may start with an overview of your use case diagram to explain main functionalities of your product and who are the expected users. And then, you may proceed to demonstrate all features of your working product.
- 3.1.5 You should discuss good SE practices you applied in the course of your project, an overview of your system design, and how these good practices and designs allow you to easily support envisioned further upgrades. This may take 2-3 minutes. You may consider making a short PowerPoint presentation for such highlights.
- 3.1.6 You should also demonstrate the good traceability in your project deliverables. You may choose one or two specific use cases, and present the relevant class diagrams and sequence diagrams for the chosen use case, mention good designs you applied, how you implemented them, what testing you performed. This may take 2-3 minutes. You may consider demonstrating traceability from within modeling tools and IDEs.

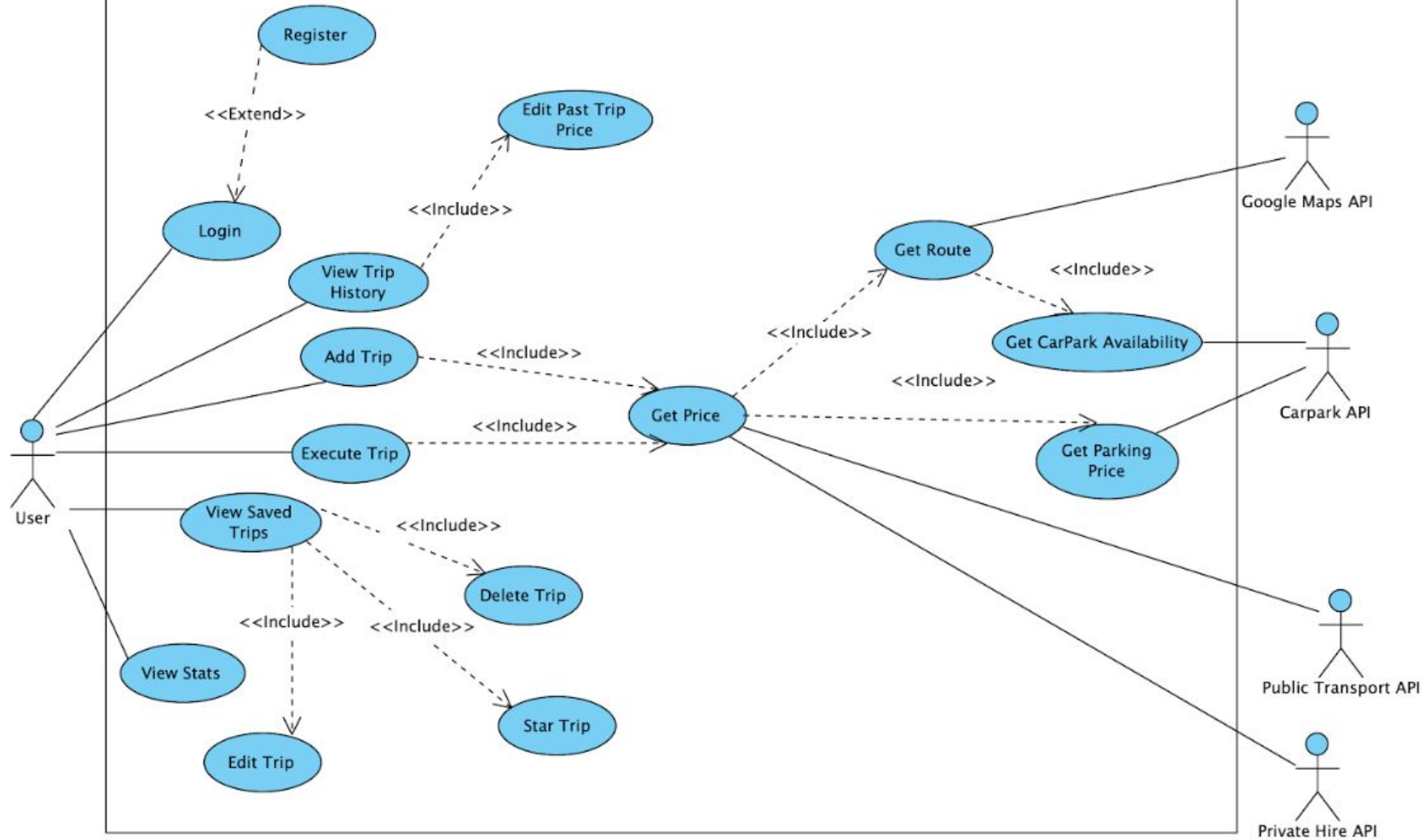
# Outline of presentation

- App intro (< 1 min)
- Use case diagram (explain main functionalities + expected users) (3 min)
- Live demo (no slides) (~6min)
- Good SE practices and system design applied + explain how these practices and designs allow us to easily support envisioned further upgrades. (2-3 mins)
- Demonstrate traceability of project deliverables for one or two specific use cases, and present the relevant: (2-3 mins)
  - class diagrams
  - sequence diagrams
  - mention good designs you applied, how you implemented them, what testing you performed.

# MyTripDiary

- Mobile app allowing users to:
  - keep track of their daily commutes, and
  - save time by informing them of faster or cheaper routes and modes of transport.
- This app is suitable for all, and we have no specific expected user in mind, other than someone interested in the features we've mentioned above.

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Let's proceed to the live demo!

# SE Practices applied

- (state the practices applied, and explain how these practices allow us to easily support envisioned further upgrades.)

# System Design Patterns(?) Principles(?) applied

- (state the designs applied, and explain how these designs allow us to easily support envisioned further upgrades.)



# Traceability of use case 1: \_\_\_\_\_

- class diagrams
- sequence diagrams
- mention good designs you applied, how you implemented them, what testing you performed.

Traceability of use case 2: \_\_\_\_\_ (optional, docs says "1 or 2 use cases")