CSIS-1400 Assignment Team Project

Learning Purpose:

• Plan, design and implement a software project from start to finish
• Practice interpersonal skills working with a partner
• Schedule project tasks and manage your time
• Practice presentation skills

Description:

This is a 2-week assignment. Together with a partner design and implement a programming project.

This is an opportunity to pick your own project. Choose something that you like to work on – something that is interesting and fun to you

Project Requirements:

• Work together as a **team**

• Each project needs to include the following:

  • a **loop**

  • either an **array** or an **ArrayList**

  • **at least 3 Java classes**

• Use **methods** to avoid code repetition and to structure your code. If a method grows too big, look for ways to break it up into smaller units.

- Choose **descriptive names** for your variables and methods

- Expected project scope: **1.5 times the scope of a typical one-week assignment per person.** This leaves some extra time for communication overhead.

Good communication, responsiveness, and reliability is very important in any team setting. Make sure to stay in frequent contact with your team. Do what you can to fulfill your commitments. If you need some help, talk to your partner. Together you might be able to come up with a solution. If you can't resolve a problem, let me know and I will help you find a way to make things work.
Note the milestones below. Please give an effort to be in class at each of these dates. If you can't be present, I will talk to your team about your contribution and responsiveness and base your grade on their answers. If all team members miss a milestone, all students will receive 0 points (unless you make prior arrangements).

Milestones:

- **Mon, July 20 - Show significant progress in the implementation of your project (10 points) At this point about half of the project should be implemented.** Again there is nothing to turn in on at this point. Just show me the code that your team has produced so far during lab. Why do we need to do that? I want to confirm that everyone is on track to get the project completed in time.

- **Mon, Aug 3** - **One team member turns in the project code via Canvas (55points)**

- **Mon, Aug 3 - Reflection/Evaluation (5points) Each student** turns in **2 paragraphs** via Canvas describing:

  - What I have learned from this team experience

  - My view of the work load distribution. This is your opportunity to give kudos to a strong and supportive partner, to let me know if you felt left

alone to pull most of the weight, or if you had a balanced work load distribution. If a student writes something especially nice about a partner, I occasionally pass it on to the teammate. Otherwise the reflections are treated as confidential.

- **Mon, Aug 3 - Presentation (10 points)** You have about 5 minutes to present your project to the class. This is a time to celebrate your accomplishments. Present it in a way that makes others excited about your project. Engage your audience. Let your classmates choose the user input, etc. To sum it up: make it fun. **All team members need to be present for the presentation.** After the presentations, students will vote for their favorite project.

Max Points: 80 points

See above

Turn in:

One team member turns in the zipped project code via Canvas. **Each student** turns in the reflection.