CSCI/CSIS 656 Semester Project 2014

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1. Introduction

The goals of the semester project are to give you a chance to document and implement a big piece of software:

- within a group setting,
- on a project of non-trivial size,
- emphasizing architecture (and design) and implementation.

A project must meet the following requirements. Otherwise, use your creativity and have fun!

- instructor approval
- distributed
- multiprocess
- multiuser
- Graphical or visual front end or back end (or both)
- You must write most of the software yourself with significant effort—it cannot be simply a glue project
- You may choose your programming language--Java is not required

Possible projects could include, but are not limited to, things like writing a game or a VR simulation, a high-performance server, dueling Lego robots using your cell phone (the instructor would supply the Legos).

2. Deliverables

The team will be required to produce the following artifacts when submitting the work for their final project. We have asserted in class that coding is really another level of design rather than implementation. Nevertheless, in asking for deliverables, follow the traditional task decompositions.

2.1 DESIGN ARTIFACTS

These are the set of artifacts that provide a blueprint for the implementation and guide decisions.

1. Meta Architecture
2. Conceptual Architecture
3. Interface/Connector Control
4. Logical Architecture
5. Execution Architecture

2.2 IMPLEMENTATION ARTIFACTS

A record of the following:

6. submitted code for a project
7. a demonstration, snapshot or session record of your code run successfully against a test framework (each person on the team should do some coding that contributes to the project).
8. demonstrate working software to the instructor at the final exam

3. Feedback during Development

Teams should give the instructor a written weekly status report. This report is part of your project grade, and should contain the following information:

1. Progress to plan

2. Changes (if any)
3. Action Items (if any)
4. Questions for the instructor (if any)

The instructor can tell you if you are doing too much or too little for the project, and answer any questions you may have.

4. Project Evaluation

The project is worth 400 points for a team. You have 8 deliverables, including the final demo, so each one is worth 50 points. It is anticipated that each team member will do some programming, and that anyone could answer questions about any part of the code or documents.

A rubric for evaluating the deliverables will be discussed in class.

5. Any questions?

Send questions to <george.rudolph@citadel.edu>. Answers to common questions will be discussed in class and/or posted to a discussion group, blog, or Facebook.