



UNIVERSITEIT VAN PRETORIA
UNIVERSITY OF PRETORIA
YUNIBESITHI YA PRETORIA

Department of Computer Science

COS 301

Software Engineering

Capstone Project

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Project Tender Instructions

After securing three projects through the bidding process, you should prepare a tender for each of these projects. You should attempt to understand the problem at hand. Once you have landed a project you will be required to become a problem-domain expert regarding the problem you are solving. At the same time, you also need to know how to handle the tools that will enable you to solve the problem. In your tender you should convince the project client that you are capable of these requirements.

The team should upload their tenders before the deadline to the appropriate upload slot. Each team should upload one single archive containing a readme file and three PDF files, one per project tender.

The readme file should be in plain text. It should state the following:

- team name
- team members
- the names of the projects in your tender in your **preference order**.

Each tender document should be in PDF format and include the following:

- A title page with project name, project client, team name, names of team members and team photo.
- A high level description of the project including a **domain model** that fits the description of the project as it was described by the client.
- Mention the technologies you would like to use to address the project needs.
- A brief description of the development methodology you intend to follow with particular reference to team meetings and the role the you expect the client to play during the development.
- More detail about the team members with particular reference to their current skills and knowledge. Describe how the skills will be used during the implementation. Also mention missing skills and how the team will address some shortcomings that may exist. **Convince the client you are the right team to implement their project.**