# **Project Document**

# Argos

## Version 1.0

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## CPSC 4900 SP19

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Argos

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SECTION 1 - INTRODUCTION

This section should identify what you are trying to achieve with the project. It should be an overview of what the project is and how it will be used.

This section should be started by Iteration I. In your iteration I report you should address some of these issues. Work on this section will probably continue throughout the project

1.1 PURPOSE

1.2 SCOPE

Describe the boundaries of the project, including any limitations of the project here. For example, you are responsible for the game platform for multiple games, but only one functioning game (per team) in the initial implementation.

1.3 TERMINOLOGY

This is where you would list any and all acronyms and terms the average reader or customer might need. This will probably be added to as the project progresses.

1.4 REFERENCES

List any sources of information

SECTION 2 – MANAGEMENT

(Who does what when? What process are you using, who is responsible for what pieces. etc.? This will include the team roles and responsibilities.)

2.1 GENERAL DESCRIPTION

2.2 SOFTWARE VALIDATION

2.3 CONFIGURATION MANAGEMENT PLAN

How are you going to handle configuration management? It needs to be thought about early and upfront.

2.4 PROJECT SCHEDULE

This should be a part of each and every report, not only iterations. You need to decide by Iteration I how you are going to track your project.

SECTION 3 - REQUIREMENTS

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3.1 BUSINESS REQUIREMENT SPECIFICATION (BRS)

(User Requirements)

3.2 FUNCTIONAL REQUIREMENT SPECIFICATION (FRS)

(System Requirements)

3.2.1 Functional Capabilities

3.2.2 System Inputs

3.2.3 System Outputs

3.3 NONFUNCTIONAL REQUIREMENTS

3.3.1 Performance Considerations

3.3.2 User Interface

3.3.3 Language

3.3.8 Operating Environment

SECTION 4 – DESIGN

CPSC 4900 Iteration I and maybe Iteration II but no later than II. You should include UML diagrams in this section. You may need to go back and review add to and delete from as the semester progresses.

4.1 SYSTEMS ARCHITECTURE

4.2 Configuration Design

4.3 Technical Design

SECTION 5 - IMPLEMENTATION STRATEGY

CPSC 4900 No later than Iteration II. You may need to go back and review add to and delete from as the semester progresses. I expect a detailed explanation on how to you plan to implement your project. How do you plan to meet the requirements?

SECTION 6 - USER DOCUMENTATION

This section is a necessity for each project and can be completed last, prior to delivery.

6.1 INSTALLATION GUIDE

6.2 USER'S GUIDE

6.3 Administrator Guide (Possibly)

SECTION 7 - TEST AND VALIDATION

I want to see a test plan no later than iteration II. As you decide how you are going to implement your project you should define this. It may change somewhat as the project progresses but thought on the front end needs to be given. The earlier the better. **Include a test plan, test cases, and validation of the software**. You may need to go back and review add to and delete from as the semester progresses.