

Team Project

Syllabus Information

CS 2810 - Team Project

Associated Term: 2022/23 Academic Session

Learning Objectives:

This course aims to assist students in appreciating the role of the computer professional through the practical experience of developing medium scale software as part of a team. Course content: The software lifecycle, including: software development, planning and documentation. Team development, communication, managing risks and conflicts. Practical experience of standard industrial software engineering. Agile project management, use of version control in a team, IDEs, etc. A medium scale agile software development project, conducted by teams of students. Learning Outcomes: Work in a team to produce a substantial product using software engineering techniques apply managerial discipline and a professional attitude understand why project cost and effort is hard to estimate and why project quality is hard to prescribe design software following an agile process

Required Materials: [Click here for the reading list system](#)

Technical Requirements: The total number of notional learning hours associated with course are 150. These will normally be broken down as follows: 0 hour(s) of Lectures across 10 week(s) 22 hour(s) of Practical Classes and Workshops across 11 week(s) 110 hour(s) of Guided Independent Study Formative Assessment: Practical sessions Summative Assessment: Project - 100%