CSC3003S Capstone Project — Stage One

Goals (Scope) [21 Marks]

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| Project Abbreviation and Name | ViKER Interface |
| Client/Supervisor + email | Maria Keet + mkeet@cs.uct.ac.za |
| Tutor + email | Ryan Lazar + lzrrya001@myuct.ac.za |
| Date | 22 Jul 2019 |
| Team Members | Student Number, First and Last Name, email |
|  | Jeremy Du Plessis |
|  | Gabriel Stein |
|  | St John Grimbly |
| Overall purpose and stakeholders [5] | State the purpose of the project and identify all stakeholders apart from team (200 - 500 words). Provide enough detail, and if 500 words are too few then you may write more, but you should not use more than a page. |
| SMART Goals [5] | Start by listing the functions and features that will be available to users.  That is, what are all the things a user can do?  Then list all goals: Specific, Measurable, Agreed Upon, Realistic, Trackable |
| Inputs, outputs and performance [5] | What will the inputs from the user be? What will the outputs to the user be? Are there response time requirements, etc.? |
| Resources and Constraints [3] | What resources apart from the project team are needed?  In what ways will the software be limited? What factors will present a challenge? Memory? Hardware? Other software? Environmental conditions (e.g. uses a camera, cannot work in the dark)? |
| Feasibility [3] | Comment on whether or not the scope as stated seems realistic. State any concerns about feasibility. This is an important section and must be clarified with your client before proceeding further. |

# Instructions:

1. Replace any text on the right-hand-side column with information about your project.
2. Notice that there is no indication of how the inputs are transformed into outputs. There is no schedule either. That would be too much detail at this stage. We want only the “what”, not the “how” or the “when” just yet.
3. If something is not applicable to your project, state this and explain why and provide some other relevant and appropriate information. Don’t leave any blanks.
4. Submission is on Vula. Remove these instructions from your submission.

# Follow-up

1. Bring this document to your next meeting with your client (or email it to them beforehand) and ask if it adequately represents the project. The “overall purpose” and “goals” sections are most important in this regard.
2. Resolve and note the solutions to any issues you might have about feasibility.
3. If the client is satisfied then please **ask them to sign off on this**. Otherwise arrange a revision and time to meet to sort out the issues.
4. Note that your mark will be determined by your first submission.