



CMP3111M Software Engineering - Assessment Item 1

Learning Outcome	Criterion	Pass	2:2	2:1	1st
[LO1] synthesise concepts derived from current theories of advanced software engineering	<p>A project log that contains details of the Open-Source Project including Domain Modelling</p> <p>(35%)</p>	<p>The provided log should detail as a minimum, the URL to the Open-Source project.</p> <p>An outline of the domain in which this project operates.</p> <p>A Sprint log.</p>	<p>The provided log should include as a minimum the URL of the Open-Source Project and why this has been chosen.</p> <p>An outline analysis of the Domain Model for which this project exists.</p> <p>Sprint Logs following SCRUM.</p>	<p>The log should provide details of the Open-Source project, why it was selected and the contributions to be made to the project and how these were selected.</p> <p>Analysis of the Domain Model for which this system exists and how your contributions will tie into the wider system.</p>	<p>The log should provide details of the Open-Source project and an in depth detail of why it was selected. What contributions were made to the project and what software engineering techniques were used to facilitate this.</p> <p>Detailed Domain Modelling should be done giving a wider context for the project and where your own contributions fit in.</p> <p>Detailed Sprint logs should be included of how SCRUM helped in the development.</p>
[LO2] analyse the empirical nature of software engineering and the application of empirical methods in software engineering development.	<p>Critically reflect on the SCRUM methodology as a developmental process for the contribution to Open-Source.</p> <p>(45%)</p>	<p>Your discussion should detail the basics of implementing SCRUM in this assessments application.</p>	<p>Your discussion should detail the basics of implementing SCRUM</p> <p>How the features of this methodology differ from other 'non-agile' methodologies.</p>	<p>Your discussion should detail the processes of implementing SCRUM as a Soft. Eng. methodology.</p> <p>Detail the advantages and disadvantages of using SCRUM as a methodology for the development of THIS particular style of project.</p>	<p>In addition to previous requirements, your discussion should also provide a critical reflection on the outcome of the project's development as a direct consequence of the SCRUM methodology.</p> <p>You should also provide details of which agile processes you found beneficial to the development of the project, and which you found to be disadvantageous.</p>
[LO3] utilise and evaluate advanced software engineering techniques and processes in the development of a software artefact.	<p>Demonstrate the use of version control software such as SVN or GitHub.</p> <p>(20%)</p>	<p>Use of GitHub or SVN for cloning a repo.</p>	<p>Use of GitHub or SVN for cloning a repo, and also creating branches and subversions of the project.</p>	<p>Detailed use of GitHub or SVN including logs for branching, commits, edits and documentation.</p>	<p>Use of GitHub or SVN for all previous grade bands but evidence of use of the tool throughout the entire development for supporting the team and its contributions.</p>
Weighting	All criteria are weighted as shown by the percentages indicated in the relevant criterion box.				