

## SOFTWARE ENGINEERING: (CS458)

### PROJECT DESCRIPTION

Identify a problem/opportunity with a view of finding a computerized solution. The Problem/opportunity could be taken from but not limited to any of the following areas:

- Education (Games)
- Business (Intelligence)
- Artificial Intelligence
- Transportation
- Agriculture
- Medicine
- Entertainment
- Government
- Science
- Home
- Tourism
- Other

*You are required to submit the following by next lab class September 4:*

Proposal (*Assumption – Project has passed all four tests for feasibility*)

1. Background to the Problem
2. Scope of the problem
3. A description of at least three functional areas that the system will cover
4. APPENDICIES
  - a. Minutes of Group Meetings
  - b. Elicitation instruments (source documents, questionnaires etc)
  - c. Other
5. REFERENCES

### QUALITY ASSURANCE GUIDELINES

1. **Start your project early**
2. **Identify strengths and weaknesses of team members and assign tasks accordingly**
3. **Ensure that team leader is a good motivator, has excellent communication and people skills.**
4. **One of your team members should be assigned the role of *Quality Assurance Officer*. The primary function of this team member is to collate the assignment, check it against the mark scheme, sign off on the document and submit.**