

# The Project Begins

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January 29, 2014

The main goal of the course CPSC 439/539 is to learn software engineering by doing it. Most of your grade in the course depends on a large team project. To start, write a 1-2 page project proposal: What software system would you like to build, and why? You should try to find somebody (the “customer”) who would be interested in using this software system. The customer should help refine the specifications, and should provide feedback (to you) over the course of the project.

Your initial proposal should include:

- a title
- a list of team members
- a description of what problem the system would solve and why this problem is important (and exciting)
- who is your customer, who will test your system
- a description of what the system would do
- how will you test the system, and how will you demo it
- a brief justification that the proposal is neither too easy nor too ambitious for your team to undertake in nine weeks. Remember that your project is not only programming: it requires writing specification, design and planning, programming, and testing. You should avoid projects that are too easy. One way to ensure that the project is not too hard, is to have intermediate sets of features where one could stop if running out of time. For projects that might seem too hard, please sketch the major tasks, so that we can judge that something can be achieved.

Additionally, to address technical issues, such as which programming language to use, or which platform, in your project proposal specify which language and tools you intend to use, and explain the reasons why.

To better understand the background of your team, for each member in the group, please write:

- languages (Java/C/C++/Perl/Python/Ruby/etc) you know, with gradation ("familiar", "expert", etc)
- environments you are familiar with (Unix, Mac, Windows, Cygwin)
- size (rough estimate) of the largest project you have developed, and the largest project you have been involved with (and the number of people in your project group).