

IS52018C Software Projects: Project Proposal

Computer Science and Business Computing Group

Coursework Term 1 2017-18

The first term will be spent working towards the submission of your project proposal. This report is worth 30% of the unit's assessment. It will take the form of a 2000-3000 word description of the proposed project.

The proposal should describe and justify what and how you plan to implement and evaluate the system in term 2. At this stage you should NOT spend time implementing the final system. Any prototype systems you implement should directly support this proposal.

Attention should be given to the clarity and structure of your report. It should contain the following sections:

User Need Overview & Concept Introduction

This should explain your project idea. You can presume that the reader has a basic level of technical knowledge but not specific knowledge of your particular area, so communicate your ideas clearly.

Data gathering and requirements

You should identify the stakeholders of any software you are developing and/or the motivation behind any research. You should describe how you gathered relevant data, summarised and analysed that data, and list project requirements based on that analysis.

Business Computing: you should present a business case for your proposed application, satisfying the programme learning outcome "Understand and apply business computing theories and approaches to real-world scenarios". Computer Science: you should explain the computer science problems presented by your project, satisfying the

programme learning outcome “Apply computational thinking to the design and implementation of moderately complex computing systems”.

Functional Specification:

The essential functional elements should be defined and described, including data paths. This functional specification should not assume any specific technologies, only functional technologies (Short range wireless technology is a functional statement whilst Bluetooth is a specific technology)

Ethical audit:

You should detail any issues of privacy, data protection or intellectual property rights that may arise, and how you will manage them. You should confirm that you will not be working with minors or vulnerable adults.

Design:

The design should be based on a UML use case and activity analysis resulting, including a statement of the interest of the various stakeholders who would be involved in the use and deployment of your concept. The key interactions employed by users of your system should be identified.

Prototyping:

Describe the prototyping you did, and what you learned from this, particularly the low fidelity interaction prototypes, any technical prototypes to explore technical feasibility of the solution, and the functional digital prototypes that you used with users to validate that what you are developing meets the expectations of users.

Technical Architecture:

Having validated the proposed solution with users and answered any open technical or feasibility questions, attribute specific technologies to

the functional architecture and present this as a technical architecture. Justify your choice of technologies with reasoned arguments for rejecting or retaining alternative technologies.

Evaluation Plan

How you intend to test and evaluate your software during and after development. It may be useful to specify individual test cases.

Project management

How you will manage the development process: roles, Gantt charts, milestones, development methodology etc.

Conclusion

Summarise your proposal, including the key points from the previous sections.

Bibliography

A list of published sources referenced in the proposal.

Appendices

The appendix or appendices should contain your group meeting minutes and any additional raw material that is referred to in the text (e.g. data from requirements gathering, paper prototypes etc.)