CONCORDIA UNIVERSITY
DEPARTMENT OF COMPUTER SCIENCE AND SOFTWARE ENGINEERING

SOEN 6481: SOFTWARE SYSTEMS REQUIREMENTS SPECIFICATION: SECTION AA
SUMMER 2015

DELIVERABLE 4

This deliverable is about assessing the usefulness of software project collaboration patterns, as well as assessing the viability of certain software (requirements) engineering tools.

Let there be a mind mapping tool, M, and a Wiki hosting service, W.

The presentation should include (1) and either (2) or (3), where:

(1) A summary of how (one or more) software project collaboration patterns were used during iGo, including limitations, if any, experienced in their practice.

(2) A summary of (a) the types of uses of M made by the team during iGo, and (b) the advantages and the disadvantages of using M for software requirements engineering.

(3) A summary of (a) the types of uses of W made by the team during iGo, and (b) the advantages and the disadvantages of using W for software requirements engineering.

A team could allocate different members to work related to (1) – (3). For (2) or (3), a team could use **SWOT analysis**[1] to organize its results.

The total time allowed for the presentation for each team is 10 minutes (tentatively). The attendance by all members of a team is mandatory. It is expected that each member of a team is prepared to answer questions that may arise during a presentation.

NOTES

The advantages and the disadvantages must be absolute (not relative to other environments) and must be as experienced by the team during the course (not as outlined elsewhere).

The presentation should not make claims that can not be substantiated. It is better to say less and mean more.

There is plenty of guidance available for making technical presentations. In the end, the benefits must outweigh the costs associated with attending a presentation by the audience, and to do that, the presentation should aim to be (positively) memorable.

[1] http://en.wikipedia.org/wiki/SWOT_analysis .