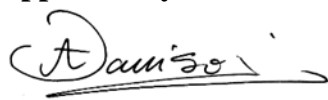


Approved by Chair:



Aug 10, 2020

Signature

COURSE SECTION INFORMATION

Capstone Project I

Teacher's Name Anjana Shah

Email ashah@georgebrown.ca

Phone

Office

Out of Class Assistance

Course Code COMP 3059

Course Section: All

Academic Year 2020-2021

Term Fall 2020

LIST OF TEXTBOOKS AND OTHER TEACHING AIDS:

DELIVERY METHODS / LEARNING ACTIVITIES:

Lectures, Liaise with Students and Industry Partners, Presentations, Seminars

LIST OF TEXTBOOKS AND OTHER TEACHING AIDS:

There is no required textbook. Class will be given handouts and supplemental material by professor.

Detailed Evaluation System

TOPICAL OUTLINE:

Assessment Tool:	Description:	Outcome(s) assessed:	EES assessed:	Date / Week:	% of Final Grade:
<u>Sprint 1:</u> Project Vision, Business Requirements, Personas, User Stories	Learners will develop a requirements package that will capture the business needs, and user centered requirements. These requirements will form the basis for system analysis and design specifications.	1, 2, 3, 5, 6, 7	All	4	15%
<u>Sprint 2:</u> Project Plan,	Learners will develop and present a plan which will include; summary,	2,3,4,5,7	All	5	15%

Team Charter, Product Backlog, Sprint Backlog	scope, duration, constraints, communication, timelines, and resource requirements.				
<u>Sprint 3:</u> System Requirements, Analysis and Design	Based on Analysis and Design skills developed throughout their program, learners will construct an analysis/design portfolio, which may include; conceptual, logical, and physical data models (to be constructed under advisement of Faculty, and will be based on the scope of each project).	1,2,5,7,8	All	9	15%
<u>Sprint 4:</u> Wireframes/Prototype, Technical Requirements	Using a mock-up tool, teams will validate requirements and interpret solution requirements. Learners will research the technical requirements for the project.	7,8	All	12	20%
Presentation I (10%) Presentation II (15%)	Learners will summarize your project plan, and identify the value of your team's members in a 15 minutes presentation	3,5,7	All	6, 7 13,14, 15	25%
Commitment	Participation in meetings with instructor/team, guest speaker sessions (if any) or any other capstone related activity.	5,6	All	Ongoing	10%
				TOTAL:	100%
Peer Evaluation will be done on an ongoing basis for every team-based deliverable. Participation in project will be part of evaluation on an ongoing basis.					

Learning Schedule / Topical Outline (subject to change with notification)

TOPICAL OUTLINE:

Week	Topic / Task	Outcome /s	Content / Activities	Resources
1	Course Introduction Software Development Process	1, 2	<ul style="list-style-type: none"> Summary of Course Expectations/Roles & Responsibilities The need for a “whole-brained” IT specialist Software Development Life Cycle Software Development Activities 	Reference material
2	Project Analysis and Assessment	1, 2, 3, 4	<ul style="list-style-type: none"> Summary of Project Research Define the Project <ul style="list-style-type: none"> Determine the real need Define the end product/service Determine project priorities Develop a project mission statement Summarize Business Requirements Analyze Stakeholders 	Reference material

3	Overview of Project Management	3	<ul style="list-style-type: none"> • Expectations/Roles & Responsibilities • Project Preparation • Project Management Primer (Review of Best Practice, Deliverables, etc.) 	Reference material
4	Project Planning	2,3,4	<ul style="list-style-type: none"> • Generate Activities • Develop Estimates and Timelines • Define Activities Dependencies, Schedule and Critical path • Establish project infrastructure • Develop Risk Management Plan • Prepare the Project plan <p><u>Sprint 1 - Project Vision, Business Requirements and other deliverables DUE</u></p>	Reference material
5	Project Executing and Controlling	3,4	<ul style="list-style-type: none"> • Managing Requirements • Track Change Requests/Revisions • Communications with Parties • Meetings • Deliverable and Milestones <p><u>Sprint 2 - Project Plan and other deliverables DUE</u></p>	
6	Software Engineering		<ul style="list-style-type: none"> • Requirements Analysis • Software Design <p><u>Presentation I</u></p> <ul style="list-style-type: none"> • Project Vision • Business Requirements • Personas, User Stories • Project Plan, Team Charter • Product Backlog, Sprint Backlog 	Reference material
7	Group Presentations	2,3,4,6,7	<p><u>Presentation I (continued)</u></p> <ul style="list-style-type: none"> • Project Vision • Business Requirements • Personas, User Stories • Project Plan, Team Charter • Product Backlog, Sprint Backlog 	
8	INTERSESSION WEEK			
9	Creating Wireframes/Prototypes		<ul style="list-style-type: none"> • Importance of wireframes • Wireframes for different development projects • Resources/tools <p><u>Sprint 3 - Requirements Analysis</u></p>	Web resources

			<u>and Design Assignment DUE</u>	
10	Presentation Skills – Designing Effective Presentations	2,3,4,7,8	<ul style="list-style-type: none"> Consider the factors that contribute to audience attentiveness and presentation success Learn to apply effective strategies in the development of presentation materials 	Reference material
11	Presentation Skills – Delivering Effective Presentations	2,3,4,7	<ul style="list-style-type: none"> Understand the formula for presentation perfection Visual Image Vocal Image Elements for Speaking and Presenting with Confidence Overcoming Anxiety 	Reference material
12	ICT Competencies – Interpersonal Skills Assessment – Interaction Skills	4,5,6	<ul style="list-style-type: none"> Concepts of human relations in the IT environment Teamwork Dealing with Difficult People and Conflict Resolution Customer/Client Service <u>Sprint 4 - Wireframes/Prototype and Technical Requirements DUE</u>	
13	Group Presentations	2,3,4,6,7	Presentation II <ul style="list-style-type: none"> Revisit Project Plan Requirements Analysis and Design Wireframes/Prototype Technical Requirements 	
14	Group Presentations	2,3,4,6,7	Presentation II (continued) <ul style="list-style-type: none"> Revisit Project Plan Requirements Analysis and Design Wireframes/Prototype Technical Requirements 	
15	Group Presentations Preparation for Capstone II	all	Presentation II (continued) <ul style="list-style-type: none"> Revisit Project Plan Requirements Analysis and Design Wireframes/Prototype Technical Requirements Teams review and plan for Capstone Project II course.	
Please note: this schedule may change as resources and circumstances require. For information on withdrawing from this course without academic penalty, please refer to the College Academic Calendar: http://www.georgebrown.ca/Admin/Registr/PSCal.aspx				

