

Studio3 Build Task Sheet 1

Both DECO 3801/7381

This assessment is part of your participation assessment. It is critical that all team members contribute to this. This assessment item must be submitted via blackboard **by your team leader on behalf of your team** and no later than 1:00pm week 3: Monday 16th August 1pm.

For this assessment, your team will need to prepare a statement of work (SoW), if you are unsure about what a SoW is then you should review the week 2 materials in MS Teams. Your SoW should be strictly limited to 4 A4 pages (not including bibliography), there is no word count and no template format provided. You are required to use a readable font size equivalent to 11pt Times New Roman and sensible sized margins. Since this assessment is a pass/fail there isn't a detailed rubric for grade allocation. To pass this assessment, your team will need to include the following in your statement of work:

1. Your team name, team leader, team membership and team skills.
2. Brief outline of the proposal your team plans to take through to Build. Proposals can be found here https://miro.com/app/board/o9J_lISk9qE= and you should have been allocated one from your preferences already.
3. Brief outline of the features from the specification that you intend to build and how, eg. which tools/technologies or frameworks you expect to use. Don't worry, we won't necessarily hold you to this, but we want you to demonstrate your team has thought about it.
4. A project plan, this should have
 - a. project timeline
 - b. project milestones
 - c. project deliverables
 - d. assumptions
 - e. how you plan to allocate team personnel resources (who is responsible for each task)
 - f. potential risks
 - g. risk mitigation
5. Your team collaboration plan, which collaboration tools you will use, how often you plan to meet and how you plan to communicate within your team.

ECP Learning objectives that this assessment is linked to are:

1. analyse a specification for a software application and select appropriate combinations of tools, technologies and techniques to design and implement a solution.
2. apply teamworking and project management techniques to create a substantial software application that meets a specification.