

Assignment #2

CS 160: Software Engineering
Spring Semester 2015
Department of Computer Science
San Jose State University
Instructor: Dominic Abucejo

Assigned: Monday, February 18, 2015

Due: Monday, February 23/25 (during class)

This is a team assignment worth 100 points max

Conceptual design and oral presentation

Write the first draft of the conceptual design section of your team project's functional specification. You will also give an oral presentation of your conceptual design to the rest of the class. Your written conceptual design should include:

- An overview of your solution
 1. A list of major features
 2. A description of your application's major modules and how they will interact with each other
 3. High-level architecture diagrams o No implementation details
 4. Screen shots of mocked-up web pages
 5. Illustrate the sequence of web pages for a key use case. Also create a 1- or 2-page marketing brochure that includes:
- The name of your product (the web application)
- Problem statement and objectives
 1. What is the purpose of this application?
 2. What will it do?
- A list of major features

E-mail your brochure to me (as a PDF, JPEG, or GIF) at least one day before your presentation.

Example subject line: CS 160-3 Brochure Super Coders

You can also print copies to hand out during your presentation.

Your oral presentation should include:

- A quick review of the contents of your marketing brochure
- An overview of your solution
 1. A description of your application's major modules and how they will interact with each other
 2. High-level architecture diagrams
 3. No implementation details
- An overview of a key use case or scenario
- A live web demo of the prototype for that use case
 1. Use mocked-up web pages (which can be static) to create the prototype
 2. Your presentations should be a combination of PowerPoint slides and the live web demo.

Review these rubrics for PowerPoint presentations from CS 100W: <see Canvas announcement attachment>

Oral presentations

There will be 7 presentations, one per team, over two class meetings, Monday February 23 and Wednesday February 23. All team members should be present for a team presentation. Each team will have 15 minutes, in which you should allow about 5 minutes for questions and answers. Brevity and clarity are crucial!

<Team Presentation Days TBD>

Imagine that you're doing a product pitch at a trade show. Within the first 2 minutes, you must grab the audience's attention and make clear what it is you're developing and the problem you're solving. During the rest of the time, you need to convince the audience that your product is indeed the best solution and that you're the right team to build it. You should encourage interactions, answer questions, and solicit ideas and suggestions from the audience.

During each team presentation, members of the rest of the class will play the role of potential future users of the application. Ask tough questions and make suggestions!

After each presentation, the rest of the class will fill out survey forms rating whether or not they would buy and use the application, based on the presentation.

What to turn in (written conceptual design)

There should be one submission per team. Your revised functional specification with added conceptual design can be a single file or multiple files. If there are multiple files, create a single zip file containing the files, and name the zip file after your team.

Example: SuperCoders.zip

E-mail your file as an attachment to dominic.abucejo@sjsu.edu.

Example subject line: CS 160-3 Assignment #2 Super Coders

Be sure to CC all the team members. After I grade each submission, I will “Reply to all” my comments and score. All the members of a team will each get the same score for a team assignment.