

CS275 - Fall 2021

Final Project

Development

You'll work with your team to develop the software required by your stakeholder. For each team this semester, your stakeholder will be a member of your team. For some teams, there is no stakeholder per se—the requirements you decide on will come from collaboration. In the end, though, the project you create should be sophisticated in nature and should be the result of close, constructive team development over ten weeks.

Use git for your development (github is OK).

Your work for the final project should be complete by Friday, Dec. 3rd, at 11:59 pm.

We will spend the class periods of 12/7 and 12/9 as well the final-exam block doing in-class presentations.

Initial Deliverable

By Friday, Oct. 8th, at 11:59 pm: submit a short description of your app:

- include a preliminary sketch of the user interface
- show a high-level description of the components
- list a few preliminary requirements, organized by interim release

On either Tuesday, Oct 12th or Thursday, Oct. 14th, I'll meet with each team to go over this document.

Deliverable Two

By Saturday, Oct. 23rd, at 11:59 pm: submit an initial, working version of your app. It doesn't have to do very much, but I should be able to build and run it. Provide also a short document describing the requirements you have implemented so far.

Interim Deliverable

I might ask you for an interim release in November

Final Deliverable

Your final deliverable will be the completed app itself: by Friday, Dec. 3rd, at 11:59 pm.

Team Presentation

Each group should plan to make a 20-25 minute presentation. All team members should participate in the presentation.

Topics to cover:

- overall description of development process
- description of team meetings
- how you gathered and refined requirements
- description of your prototyping process
- how you divided up work on your team
- how you set milestones and tracked progress
- how you communicated with each other and with your client

Technical content of your presentation should include:

- description of the technical structure of your app, but not in a great amount of detail
- but with enough detail so that we can all understand the what and the how of your app
- description of the features or capabilities of iOS that you learned about and used
- description of your experience learning about and using these features

Additionally, do an honest self-appraisal:

- where are you in terms of where you want to be?
- what worked well in your team's development?
- what did not work well?
- what would you do differently next time?

Individual Report

Prepare an individual report, to be due Friday, Dec. 3rd, at 11:59 pm. It will be your own written description of your team's development process.

Answer these questions:

- (1) What worked well in your team's development?
- (2) What did not work well?
- (3) What would you do differently next time?

Provide detail. A report containing more detail and analysis and reflection will get a better grade.

Also: provide your description of what each of your team members did for the project. Objectively (and in confidence), give me a 1-to-5 evaluation of each of your team members (1 - this person's contributions, actions, collaborative attitude were excellent and essential; 5 - this person played very little or no role in the team's development and collaboration; 2, 3, and 4 - somewhere in between).

Evaluation

Rubric for evaluation of the final project:

The app itself: 50%

The code: 25%

Group presentation 10%

Individual report 15%

And I will take into account each members contributions to the project. The grade for the app will take into account the complexity and breadth and depth of the app.

Advice for the Final Project

1. make steady progress

- have regular team meetings
- establish and maintain good communication with your stakeholder--have a process in place for getting answers when you need them

2. design the system

- sketch out the interface
- do some prototyping
- research technical aspects of the system that you're not sure about

3. set sensible interim milestones

- you can think of this in terms of version 1, version 2, version 3
- or you can think of this in terms of a minimum viable product for the overall development

4. know your end goal

- one of your milestones should be the version of the software that you want to have at the end of the semester

5. keep a journal of your team's development

- to keep track of how the development proceeded
- to document the contributions of your team members

6. consider using Trello or github's project-management features

