

CS 206 Term Project

Project Process

- To obtain a good grade on the project, it must be demonstrated that a specific process was used and the associated documentation produced
- This is more important than the product
- You should study the process that you select and use its important features
 - Features will be introduced in class, more research may be required
 - Ask your instructor for help

Product

- Can be selected by team (Suggestions can be provided) – Approval needed
- Must be implemented in C, C++, or Java
 - Not all team members need to write code
- Typically ~ 1000 lines of code
- Work should be equably shared
 - Team should decide what that means
- The team will have to represent the Customer role
 - Ask your instructor for help

Team Sizes

- Typically 3-4 people are most efficient
- I will consider other team sizes

Two Alternatives

- Use a variety of the Unified Process described in class
- Use a variety of Extreme Programming described in class
- The minimum documentation defined on the following slides must be provided
 - More artifacts provide extra credit

Final Unified Process Deliverables

- Project overview
- Use cases (plus requirements as needed)
- Document UML model
 - Sequence diagrams
 - Class diagrams
- Document iterations – use cases
- Select and use a coding standard – Class 11 slides
- Demonstrate automated test – Class 12+13 slides
- User manual

Final Extreme Programming Deliverables

- Project overview
- Document iterations – Planning game output
- Document stories
- Select and use a coding standard – Class 11 slides
- Document code baseline at end of each iteration
- Demonstrate refactoring use – Class 11 slides
- Demonstrate automated test – Class 12+13 slides
- User manual

Iterations

- Either process should demonstrate the use of multiple iterations
- Extreme Programming – A code “snapshot” at the end of each iteration

Final Presentation

- Project overview
- How team was organized
- Tools used
- Lessons learned – positive and negative
- How did the team deal with issues?
- What would you do differently next time?

Deliverables

- **As Soon as Possible**
 - Team members for approval
 - Proposed project for approval
- **Mid Semester Submission**
 - Described on next page
- **Due at End of Term**
 - Final project documents (specific to process – as described)
 - Final Presentation

Mid Semester Deliverables

- Unified Process
 - Project overview
 - Use cases (plus requirements as needed)
 - Coding standard
- Extreme Programming
 - Project overview
 - Iteration #1 results (stories, planning game results, code)
 - Coding Standard
- Full credit will be given for a complete submission
 - Instructor will provide feedback

Team Assigned Grade

- Each team member will be asked to provide a grade of the performance of the other team members

Grade (syllabus)

- Percentage of Final CS206 Grade
 - Mid Semester (5%)
 - Final Project Documents (30%)
 - Final Presentation (5%)
 - Group assigned grade (10%)

Suggestions

- Get organized
 - Decide on team organization – leader?
- Break into tasks and assign to individuals
- Keep it simple
 - Requirements scope and “technology”
- Don't spend too much time on requirements
 - Start developing
- Communicate
 - Write things down, distribute, review
 - Don't work details as a group, work independently, decide as group
- Get started early