**CS3354 Software Engineering**

**Final Project Deliverable 2**

**Split Squad**

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**GitHub Repository**: <https://github.com/md-y/3354-splitsquad>

**1. [5 POINTS]** Well described delegation of tasks, i.e. who did what in the project. Now that your project is complete, you are required to submit the delegation of tasks from beginning of the project until the end. Please make sure to fairly distribute tasks in the team and remember that in the end of the semester, each member of a team will receive the same grade. See grading policy below for more detail. If no/poor contribution by a member, please specify clearly so that we can grade each student fairly.

**2. [10 POINTS]** Everything required and already submitted in Final Project Deliverable 1. Please specify this part as “Project Deliverable 1 content”.

*IMPORTANT NOTE: The following items will all need to be calculated / worked on based on the project you are designing. As an example, if a team of 7 students in CS3354 class is working on the development of a hospital information system, this group will prepare the project scheduling, cost, effort and pricing estimation calculations based on the hospital information system design, NOT based on their 7 student team. Think of the analogy to the “Inception” movie: What you will be working on is the dream in a dream, i.e. the dream in the second level, NOT in the first level.*

**3. [35 POINTS] Project Scheduling, Cost, Effort and Pricing Estimation, Project duration and staffing:** Include a detailed study of project scheduling, cost and pricing estimation for your project. Please include the following for scheduling and estimation studies:

**3.1. [5 POINTS] Project Scheduling.** Make an estimation on the schedule of your project. Please provide start date, end date by giving justifications about your estimation. Also provide the details for:

- Whether weekends will be counted in your schedule or not

- What is the number of working hours per day for the project

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**3.2. [15 POINTS] Cost, Effort and Pricing Estimation**. Describe in detail which method you use to calculate the estimated cost and in turn the price for your project. Please choose one of the two alternative cost modeling techniques and apply that only:

- Function Point (FP)

- Application composition

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**3.3. [5 POINTS]** Estimated cost of hardware products (such as servers, etc.)

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**3.4. [5 POINTS]** Estimated cost of software products (such as licensed software, etc.)

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| **Development Tools** | **Cost** |
| **Visual Studio Code Professional (include Azure DevOps):** $45 / months / users. We consider a 10 person-team, which allowed for a discount, with the price listed on the right | $438.75 / month |
| **Third-Party APIs** |  |
| **Stripe Payments**: Stripe is free to set up and the company does not charge a monthly or annual fee for its services. | $0 |
| **Microsoft Notification Hubs**: The first 10 million pushes are included for 200,000 active devices, which we can assume our apps have the user base below that range. Thus, we only need to pay the default rate of $10 / month for the Basic plan. | $10.00 / month |
| **Testing Tools** |  |
| **Vite and Vitest**: Free | $0 |
| **Playwrights**: $0.01 / per minute testing on Linux. We can roughly assume approximately one test for one function point. Thus, a function points score of 361.53 roughly translated to 362 tests in the test suite. We can also assume roughly one second per test. Given that we have 10 developers who will be running a test suite roughly 5 per day, we will run roughly 1500 test runs per month. In total, Microsoft Playwright Testing will incurs $90.50 / month  *Source*: <https://azure.microsoft.com/en-us/pricing/calculator/?service=playwright-testing> | $90.50 / month |
| **App Store Fees** |  |
| **Apple App Store**: $99/year. | $8.25 / month |
| **Google Play Store**: $25 one-time registration fee | $25 |
| **Total Cost:** $547.5 / month + $25 one-time fee | |

**3.5. [5 POINTS]** Estimated cost of personnel (number of people to code the end product, training cost after installation)

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**4. [10 POINTS]** A test plan for your software: Describe the test plan for testing minimum one unit of your software. As an evidence, write a code for one unit (a method for example) of your software in a programming language of your choice, then use an automated testing tool (such as JUnit for a Java unit) to test your unit and present results. Clearly define what test case(s) are provided for testing purposes and what results are obtained (Ch 8). Include your test code as additional document in your zip file submitted.

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**5. [10 POINTS]** Comparison of your work with similar designs. This step requires a thorough search in the field of your project domain. Please cite any references you make.

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| In the realm of cost-sharing apps, our platform stands out as a streamlined facilitator for splitting expenses among groups, particularly focusing on meals and various group purchases. When we look at existing apps in this field, there are a few that come close to what we offer. Venmo, for example, lets users split bills and expenses, but it's more geared toward individual transactions rather than group purchases. Split wise is another app that's commonly used for splitting expenses among groups. However, it doesn't have a direct payment feature and is more of an expense tracker. It's great for keeping tabs on shared costs but doesn't handle payments directly.  Our app, on the other hand, merges the features of splitting costs among groups and facilitating direct payments, providing a comprehensive solution for communal spending. This sets us apart by offering a more user-friendly interface and efficient payment processing, which isn't fully covered by the existing options available.  References:  “About.” Splitwise, www.splitwise.com/about. Accessed 15 Nov. 2023.  Reiff, Nathan. “How Splitwise Makes Money.” Investopedia, Investopedia, www.investopedia.com/articles/company-insights/090816/how-splitwise-works-and-makes-money.asp. Accessed 15 Nov. 2023.  “What Is Venmo: How It Works.” Money, money.com/what-is-venmo-how-it-works/. Accessed 15 Nov. 2023.  What Is Venmo? – Venmo, help.venmo.com/hc/en-us/articles/221011388-What-is-Venmo-. Accessed 15 Nov. 2023. |

**6. [10 POINTS]** Conclusion - Please make an evaluation of your work, describe any changes that you needed to make (if any), if things have deviated from what you had originally planned for and try to give justification for such changes.

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**7. [5 POINTS]** References: Please include properly cited references in IEEE paper referencing format. Please review the IEEE referencing format document at the URL: <https://ieee-dataport.org/sites/default/files/analysis/27/IEEE%20Citation%20Guidelines.pdf>). It means that your references should be numbered, and these numbers properly cited in your project report.

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**8. [10 POINTS]** Presentation slides. No min/max number of slides enforced. Please make sure that you can complete presentation within 20 (twenty) minutes. Following template could be a good start to prepare your presentations. As each project topic is different, a variety in presentation style is expected and welcome.

- Title of your project together with participants

- Objective of the project designed

- Cost estimation

- Project timeline (timeline of the project designed, NOT the time you’ve spent on it)

- Functional and non-functional requirements. If too long, select representative items.

- Use case diagram

- Sequence diagram for a selected representative operation of the project.

- Class diagram

- Architectural design

- Model-View-Controller (MVC) pattern (similar to Figure 6.6)

- Layered architecture pattern (similar to Figure 6.9)

- Repository architecture pattern (similar to Figure 6.11)

- Client-server architecture pattern (similar to Figure 6.13)

- Pipe and filter architecture pattern (similar to Figure 6.15)

- Preferably a demo of user interface design that shows screen to screen transitions though no full functionality is required.

- OPTIONAL: IF implemented the project, a demo of your implementation.

**9. OPTIONAL PART [POSSIBLE EXTRA CREDIT UP TO 10 POINTS].** Your program code (if fully implemented the project, not required otherwise). Please note that implementation is not required for the final project. Groups are welcome to implement their work, if they choose to do so. [This part may qualify for extra credit, if you implement and submit the implementation code together with your project. The extra credit will be determined based on the quality of your implementation. Furthermore, any fully implemented project qualifies for scholar publication afterwards. This most probably will involve further commitment to work more an write a scholar paper to send to a Conference for publication.

**10. [5 POINTS] GitHub requirement:**

Make sure at least one member of your group commits everything for project deliverable 2 to your GitHub repository, i.e.

- Your final project deliverable2 report

- Unit test code for a sample unit of your project

- Implementation code (if you have implemented your project)

- Presentation slides

Still, one member of your team should also submit the required project deliverable 2 materials to eLearning.