Group Study Project Overview

version 1

Purpose

The purpose of this project is for you to develop and demonstrate your ability to work as a part of a software development team.

It is a group study project, and you are expected to work in a constructive and collaborative manner.

Although the end goal of the project is to create a useful and working software program, the process of getting there is key to the project.

You will work in groups of 3 to 4 on this project. You will track your contributions to the group. It is expected that members will contribute equally to the group.

Due Date

The project is due on **Thursday, April 14th, 2022 by midnight**. You will submit your GitHub project link to the D2L Dropbox for this project.

Project Options

Your group will brainstorm and decide on what your project will be about, which language(s) you will use, and what IDE you will use. Due to the relatively tight timeline, be careful about difficulty level.

Version Control System

Your group will use GitHub (and Git) as your VCS/SCM (Source Control Management). You will store your files and changes there, along with adding appropriate change comments, asking your fellow group members for feedback and reviews. It will take time for you to get a hang of GitHub, but it will be well worth it. Also, it will help me monitor your groups progress and to analyze your contributions to your group's project. Downloading GitHub Desktop is recommended, but not necessary. Share your GitHub handle/ username with your team members. Invite/add them to your repository. Create a simple file for each group member to edit using the git system.

Project Artifacts and Product

Process Documentation – 40 marks:

1. **Project brainstorming** (informal) → documentation of group discussion of project selection)
2. **Project Planning/Scope Document** (formal document template will be provided)
3. **Schedule** (Gantt Chart, Critical Path Method, or Pert Chart)
4. **Coding standards and style guide** (informal) → Indentation, variable and function naming, comments, file naming and organization, modularity, code review, etc.
5. **Project specifications document** (informal) → What main specifications/features will your program/app/game do?
6. **Roles and responsibilities** (informal) → Who is doing what? ill you have a rotating team leader to help track and maintain project progress?
7. **Testing document** (informal) → Outline how to test the functionality of your program/app/game. What are some of the extreme cases that should be tested?

GitHub Documentation (on top of requirements noted above) **– 10 marks**:

A readme file that acts as an overview for you project documentation, source code files, and other related files. A readme file should include a brief description of the project, any special instructions or information related to your project, and perhaps a short tutorial/example of now to use your program.

Reflection Document (each member will submit their own reflection document) **– 5 marks**:

You will submit your own reflection document, in which you will describe your contributions to the project, experience working in the group, what would you have done differently, and finally, your areas of strength and areas for improvement in the context of software development and project management. Citation and licensing information could be put here or in a separate file.

Software Program/App/Game/Utility – 50 marks:

The actual software product your team will develop.

Marking Rubric

The marking rubric will be provided soon.