Project Document - TouchDeck

Background

As part of the course DAT255 – Software Engineering Project at Chalmers University of Technology, a software project covering the basic aspects of software engineering should be carried out. In parallel to the project work, lectures covering relevant aspects of Software Engineering are given.

As initial input to the project, a vision conceptualizing the main features of the software to be delivered has been created.

Goal

- Deliver a working prototype that introduces the main features from the vision.
- Aid the participants in fulfilling the intended learning outcomes for the course DAT255 - Software Engineering Project.

Scope

The project will run at 50% pace throughout study period 1, 2013-09-02 - 2013-10-27.

Orderer

DAT255 – Software Engineering Project, Chalmers University of Technology

Time plan

Deliveries will be made each Friday of the last five weeks of the duration of the project. After the final release of the software, a Post-mortem report will be submitted.

Release 1
Release date: 2013-09-20
Primary focus:
- A Git repo with an initial version of our app.

Release 2
Release date: 2013-09-27
Primary focus:
- Add features.
- Introduce Tests.

Release 3

Release date: 2013-10-04
Primary focus:
- Add features.
- Improved code quality.

Release 4
Release date: 2013-10-11
Primary focus:
- Add final features.
- Improved code quality.

Release 5
Release date: 2013-10-18
Primary focus:
- Bug fixes and polishes.

General requirements

In addition to what has been specified in the project goal, the following general requirements should be met:
- The program created should be an app, written in Java and targeting the Android platform.
- All code should be well written and thoroughly commented.
- Git should be used for version control.
- Agile principles should be used throughout the project, including but not limited to:
    - ✓ The customer is a part of the development team
    - ✓ Incremental development
    - ✓ The developer should not be hindered by the process
    - ✓ Embrace changes
    - ✓ Continuous refactoring (restructuring) of the design

- In addition to the above, every hand-in should fulfill the following:
    - ✓ Include an .apk file containing a functioning version of the app.
    - ✓ Include relevant documentation.
    - ✓ Include release notes mentioning added features and known bugs.
    - ✓ All documents should be formatted as PDF-files.

Risk

Considering that all team members are students in a course not requiring previous knowledge in either Android programming or agile methods, the progress and the general outcome of the project may suffer as a consequence. In order to mitigate the effects of such events, Teacher’s Assistants will be available to aid the students in any aspect of the project. A main TA is assigned for process or project related issues specifically.

License

GPL v2.0

Resources

https://code.google.com/p/vectorized-playing-cards/
GNU LESSER GENERAL PUBLIC LICENSE 3.0

Organization

Students
Karl Engström, Sebastian Ivarsson, Jacob Lundberg, Joakim Karlsson, Alexander Persson and Fredrik Westling

Main TA
Jessica Andersson

References

https://student.portal.chalmers.se/sv/chalmersstudier/programinformation/Sidor/SokProgramutbudet.aspx?course_id=20491&parsergrp=2

https://github.com/morganericsson/DAT255