Sheridan SYST36367: SA Capstone Requirements and Design - Class Plan

Week	Topics/Agenda	Deliverables	References
1	1. Course Introduction Part I PPT 2. Introduction Part II - Content PPT 1. System Vision 2. Existing System Description 3. Visual Paradigm 4. Context Diagrams 1. Context Diagram Exercise 5. Weekly Meetings		1. Practical Tips for Software Intensive Student Projects - Preparing for the Course 2. Practical Tips for Software Intensive Student Projects - Working as a Team 3. Practical Tips for Software Intensive Student Projects - Working with Your Supervisor 4. Practical Tips for Software Intensive Student Projects - Project Meetings 5. Link to Davis Trello Demo 6. Link to Trafalgar Trello Demo
2	Week2 PPT Intellectual Property (IP) Sheridan Policy and Procedures SWOT Analysis Project Feasibility (Technical, Operational, Economic, Schedule) Project Scope and Constraints Identifying Roles & Assigning Responsibilities Stakeholders Mission Statements System Architecture Capstone Development Methodology Discussion regarding Deliverable 1 (Project Proposal)		ACM Code of Conduct SA Capstone Student Declaration Canadian Copyright & Programming Pledge of the Computer Professional 1. Using Models within the Development Process 2. Disciplined Agile Delivery (DAD):The Foundation for Scaling Agile 3. Disciplined Agile Delivery:An introduction 4.Introduction to Disciplined Agile Delivery - Video 5. Practical Tips for Software Intensive Student Projects - Managing Requirements
3	Week3 PPT SCRUM Exercise Systems Analysis-Discover & Understand the Details Reviewing inputs, outputs and procedures. Ref:Context Diagrams Observe and document business processes Gather, sort and examine artifacts from current system Collect user comments and suggestions Document and model workflows Workflow Modeling Exercise	Project Proposal (worth 10%)	1. Agile Requirements Modeling 2. Practical Tips for Software Intensive Student Projects - Managing Requirements 3. Defining Requirements - Lynda.com Video from the Foundations of Programming: Object-Oriented Design Course 4. Video - Inside Amazon.com Warehouse
4	Week4 PPT Identify all use cases User Stories Technique User Goal Technique Event Decomposition Technique CRUD Technique		1. Differences between use cases and user stories 2. Understanding use cases - Lynda.com Video from the Foundations of Programming: Object-Oriented Design Course 3. How to Manage Use Case Scenario with Flow of Events - Visual

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	Build Use Case Diagram(s) Document use cases using narratives and activity diagrams Identify security concerns and requirements User Story Discovery Exercise		Paradigm 4. Demo: Simple User Story Example - Visual Paradigm 5. How to Create Scenario-Based Wireframe using Visual Paradigm
5	Build a domain model class diagram Brainstorm Technique Noun Technique Build State Diagrams(object behavior) Define Operational and Executive reports Class Diagrams PPT Reports PPT Systems Security PPT Week 05 Exercise		1. Modeling User Requirements 2. Domain Modeling (Modeling the App) - Lynda.com Video from the Foundations of Programming: Object-Oriented Design Course
Break Week W/O Feb 26th	**NO REGULAR CLASS SCHEDULED!!**		
6 W/O Mar 4	Design Class Models Week 8 PPT (Part I) Week 8 PPT (Part II) SOLID Design Principles Introduction Analysis versus Design Designing the software architecture Design Principles Selecting software frameworks and components Design Patterns Design Class Diagrams Sequence Diagrams Generating Wireframes & Storyboards Example of Wireframes & Storyboard User Interface Guidelines (validation, control selection, layout, responsive design, etc.) Design Operational & Executive Reports Building a Database Model Design System Security & Controls SOLID Class Discussion Slides	Project Requirements (worth 20%)	Ten UI Design Rules
7 W/O Mar 11	SCRUM Part Two Preparing for Design Urgency-Importance Matrix		
8 W/O Mar 18	Software Architecture & Design Patterns Week 10 PPT	Notes on Sequence Diagram Development 0. Use Case Controller Design Pattern 1. Practical Tips for Software Intensive Student Projects - Designing the Product 2. Modeling the Architecture of a Software System 3. Creating Class Diagrams - Lynda.com Video from the Foundations of Programming: Object-Oriented Design Course 4. Creating sequence diagrams - Lynda.com Video from the	

		Foundations of Programming: Object-Oriented Design Course 5. Object-Oriented Design Patterns - Lynda.com Video from the Foundations of Programming: Object-Oriented Design Course Example of Design Class Diagram 6. Video - UML with VS 2010 Part 5: Architecting an Application 7. Great Video on Wireframes & Storyboards by Designers 8. Storyboarding Tools & Tips 9. Practical Tips for Software Intensive Student Projects - UI design tips 10. UI First Software Development 11. User Interface Prototypes 13. Layer Diagrams 14. Video - UML with VS 2010 Part 5: Architecting an Application 15. Sample Layer Diagram	
9 W/O Mar 25	**NO CLASSES - GOOD FRIDAY HOLIDAY**		
10 W/O Apr 1	VM Tutorial - (Tentative) Special Guest Speaker		
11 W/O Apr 8	UI Prototyping PPT User Interface Prototype Proof of Concept Prototyping Group Meetings Week 11 PPT	Design Document (worth 30%)	1. Practical Tips for Software Intensive Student Projects - Managing Project Risks 2. Practical Tips for Software Intensive Student Projects - Planning and Tracking the Project
12 W/O Apr 15	**Special Workshop - Planning a presentation** Guest Speaker: Professor John Wang **Davis Campus** Tuesday, April 4th, 1:00PM to 3:00PM Room C219 **Trafalgar Campus** Friday, April 7th, 12:00PM to 2:00PM Room E-103 Professor John Wang's PPT file		1. Practical Tips for Software Intensive Student Projects - Project Presentation
13 W/O Apr 22	Group Presentations Schedules: Davis Trafalgar	Iteration 1: User Interface and Proof of Concept Prototype with Customer Sign off (worth 30%) Final Presentation (worth 10%)	