

Software Project Proposal

Midterm assessment – 10% of your mark for this module

This coursework assignment explores the design and development of your software project. The deliverable here is a comprehensive description of a number of key elements of your project.

This proposal should be used to explore design decisions, consider the context of use and identify the process by which the software project is developed. As such, your proposal should include a reasoned justification that explores the following topics:

- 1) A clearly defined set of deliverable components of the software and the work required to bring these components to completion.
- 2) The defined timescale of work, including any dependencies, milestones or contingencies.
- 3) A formal specification of the desired system (e.g. UML, technical and functional specification.)

Aims and Objectives

Set clear goals and concise and appropriate challenges which are measurable. Aims should be specific, with your objectives building up a bigger picture of what you hope to do. Goals and operations should be clearly specified. The theme of usability is key. This section should set out the measuring criteria for your work and your presentation will be judged in relation to these aims and objectives.

Planning and Requirements Gathering

You should focus on how you hope to plan and gather requirements. We discussed some different methods in the lectures and discussion group activities. It is important that you evaluate the different methods in making your decisions and provide some written analysis in your reports, with clear critique and some functional understanding for the higher marks. Requirements gathering and elicitation is a formative process. As such, your methods should reflect this approach. Higher marks are scored where research forms ideas in a 'funnel' based approach, moving downwards in terms of capturing specific user requirements. Your planning should evidence any changes in your initial workflow, including allocation of resources and time and some discussion around the fundamental deliverable (MVP) of the project.

Software specification

Software specification should identify the the systems' design perspective that you intend to pursue. There should be a clear definition of what the system is and how it is supposed to work. You can utilise UML diagrams to describe your system, as well as flowcharts and other visualisations. The specification should offer a stand alone description of how the system should work. At the very least you should offer a series of use cases and one class diagram. Students may also wish to produce sequence diagrams, activity diagrams, state machine diagrams and other visual representations depending on your system.