

Deliverable: #4 - Project Demonstrations + Video
Due: April 1 / April 3 in class
Title: SE2: Software Design and Architecture.
Course ID: CS 446, SE 464, ECE 452, CS 646

WWW: <http://www.cs.uwaterloo.ca/~rtholmes/teaching/2014winter/cs446/index.html>
Twitter: <https://twitter.com/cs446>

Lectures: Tuesday & Thursday: 11:00 - 1250, MC 4060

Instructor: Dr. Reid Holmes; DC 3351. Office hours by appointment. rth.se2@gmail.com
TA: Laura Inozemtseva; DC 3334. Office hours by appointment. lminozem@uwaterloo.ca

Description:

Do a demo. Save the world.

Requirements:

1. Title page, including project name, team name, and each team members name and Quest IDs.
2. Final status report / demo description (max 2 pages).
3. 60-90 second Youtube video.
4. Perform demo.
5. Parts 1-2 must be compiled in a PDF document.
6. Only one team member needs email the team component to rth.se2@gmail.com by 0800 on April 1.
 - File naming scheme: `cs446-d4_<project-name>.pdf *` (use - instead of space in file names)
 - Please CC all team members on the email.

Required documentation:

Before the final demonstration a status report / demo summary must be submitted. This report should detail the functionality your app embodies and list what proposed functionality remains unimplemented and why it was dropped. The intent of this report isn't to punish groups who did not implement everything they proposed but rather to help us understand the challenges your group faced while working on your project.

Demo:

The demonstrations will be strictly limited to ten minutes with four minutes for questions and one minute to set up your computer / mobile device (15 minutes per group total). The demonstrations should both demonstrate what the system looks like from the user's perspective and describe some of the technical underpinnings / challenges you faced creating your system.

Delivery is important: please practice your demonstration before you come and if you are worried about hooking up your laptop / mobile device to the projector show up early and try it out in advance. Treat this demo as you would treat a demonstration to your product team on a co-op job. The demo should show the major scenarios your tool supports (including the ones you proposed at the outset of the course).

The video portion is your chance to show the world what you accomplished this term. Think of the video as a chance to convince someone to download and try your app. This is also an easy resource to include in your online CV. 90 second maximum. Please post the video to youtube and include a link with your PDF submission.

Assessment:

This assignment is worth 10% of your final grade. The TA and instructor will individually grade the final presentations in terms of the technical complexity of the completed system, the polish that has been applied to the system, and the quality of the presentation itself. The class will vote on the most functional system at the end of the class. This group will receive a 2% bonus on their overall assignment mark at the end of the course. A further 2% bonus will be awarded to any group who can provide a link to their app in a curated app store prior to the final exam (e.g., Blackberry World, iOS App Store, Windows Phone Store).