Deliverable: #2 - Prototype demonstration
Due: Mar 4 (part 1); Mar 4 / March 6 (part 2)
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.

Requirements:

1. Status update document (2 pages; see 'Required documentation')
    1. Metadata, including project name, team name, and each team members name and Quest IDs.
    2. Status update / demo description document / architecture overview (described below).
    3. Parts 1-2 must be compiled in a PDF document.
    4. Only one team member needs email this document to `rth.se2@gmail.com` by **0800 on Mar 4**.
        File naming scheme: `cs446-d2_<project-name>.pdf`
            * (use – instead of space in file names)
2. Perform demo in class (see 'Demo').

Required documentation:

Before the demo a status report / demo summary must be submitted. The maximum length of this document is one page. The demo summary should describe the functionality that will be demonstrated highlighting which aspects of the demo are real and which parts are simulated. The status report should describe your current progress on your system, what difficulties you are facing, and a short overview of the next month of development.

The second page should include a component diagram that details the components, connectors, and topology of your system. Annotations should be added to denote the physical devices these components will execute on. The diagram should be sufficient to capture your system's architecture and topology; you can add markup notes as required for clarity.

Demo:

The demos will be strictly limited to six minutes with one additional minute for questions and one minute to configure your device to the projector. You must demonstrate your app from from a mobile phone; tablets, laptops, and simulators are not acceptable. A second screen will be available if you want to attach a different secondary device. I have a micro-HDMI -> VGA connector and an old-style iPhone -> VGA connector, should you need one.

Delivery is important: please practice your demo before you come and if you are worried about hooking up your laptop / mobile device toe 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 at least one working user scenario. Simulated data / mock features are fine as long as some portion of the functionality works. For example, for this demo your authentication page can just accept a username / password that always lets the user in without actually checking against some backend system.

Assessment:

This assignment is worth 5% of your final mark. The assignment must be passed to pass the course. The class will vote on the most complete demo at the end of the class. This group will receive a 2% bonus on their overall assignment mark at the end of the course.