Software Design Project Submission Brief

Project Submission Deadline:

Sunday, 25 May 2025, 23:55.

This document outlines the requirements for submitting your final software design project. Your submission must include the following components: a screen recording video demoing your final project, a link to your publicly hosted application, a link to your GitHub repository, proof of using Scrum methodology, and additional relevant artifacts. Ensure all links are publicly accessible.

The final submission should be made on Moodle by the specified deadline. Effectively, this should be a controlled summary of all the work you have been submitting through the weeks. An ideal submission would be a repository that houses all your docs with a readme that tells us how to navigate it and find everything.

Submission Components:

1. Screen Recording Video:
• Create a screen recording video demonstrating the final version of your software project.
• The video should showcase the main features and functionalities of your application.
• Include a brief introduction explaining the purpose and objectives of your project.
• The video should be between 5 to 10 minutes long.
• Upload the video to a video sharing platform (e.g., YouTube, Vimeo) and provide the link in your submission – ensure the link is publicly available.

2. Publicly Hosted Application:
• Ensure your application is deployed and accessible via a public URL.
• Include any necessary credentials or instructions to access the application.
• Provide the link to the hosted application in your submission.

3. GitHub Repository:
• Share the link to your GitHub repository containing all the project source code.
• Ensure the repository is **public** and well-documented.
• Include a comprehensive README file with instructions on how to set up and run the application locally.
• Make sure your commit history reflects the development process and everyone's contribution.

4. Proof of Scrum Methodology:
• Provide evidence that you followed the Scrum methodology throughout your project.
• Include relevant artifacts such as the following:

o **Product Backlog**: A list of all features, enhancements, and bug fixes planned for the project. This should be a prioritized list with user stories or tasks.

- o **Sprint Backlogs**: Detailed plans for each sprint, including the specific tasks and user stories selected for each sprint. Include the estimated effort (story points) for each item.
- o **Sprint Burndown Charts**: Graphs showing the progress of work during each sprint. These charts should display the remaining effort over time, ideally showing a downward trend as work is completed.
- o **Sprint Retrospective Reports**: Summary reports for each sprint retrospective meeting, highlighting what went well, what could be improved, and the action items for the next sprint.
- o **Daily Stand-Up Summaries**: Brief notes or summaries of the daily stand-up meetings, including the main points discussed and any blockers identified.
- o **Sprint Review Demonstrations**: Evidence of sprint review meetings, where the team demonstrates the work completed during the sprint. This could be in the form of meeting notes, screenshots, or video recordings.

5. Additional Artifacts:

• Project Plan: A high-level document outlining the overall plan for the project, including major milestones and deadlines.

• Architecture Diagram: A visual representation of the software architecture, showing the main components and their interactions.

• Design Documents: Any additional design documentation, such as class diagrams, sequence diagrams, or wireframes, that support the development of your project.

• Test Plan and Results: A document detailing your testing strategy, test cases, and the results of your testing efforts. Screenshots or logs of your automated testing will suffice.

Submission Instructions:

• Compile all the required components into a single document or a structured folder.

• Ensure all links are accessible and permissions are set appropriately for reviewers.

• Submit your final document or folder through the designated submission portal or platform by the specified deadline.

Evaluation Criteria:

• Functionality and Completeness of the Application

• Quality and Clarity of the Screen Recording Demo

• Proper Use and Documentation of Scrum Methodology

• Code Quality and Repository Management

• Comprehensive and Clear Documentation

• Overall Presentation and Professionalism

For any questions or clarifications, please contact the lecturer via email.

Good luck, and we look forward to seeing your innovative projects!