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SOFTWARE ENGINEERING

CS 487

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Computer Science



Team Project Description

Customer Request

- Design and prototype a “Student Assist” app which will optimize the student experience
 - The app should guide the student user in day-to-day decision making to optimize their experience
 - The app must “learn” the user’s objectives and measure outcomes with respect to achieving them
 - Work to maximize utility for your users:
 - Of Use – both valuable and usable
 - Robust, portable, scalable, evolvable, etc.
 - Secure – maintain privacy and integrity
- Student experience must be defined in measurable terms and must cover short- and long-term objectives
 - The app should self-evaluate its ability to make good decisions relative to achieving objectives

Deliverables

- Analysis report (4 pts)
 - User Analysis and Requirements Spec
- Test Plan (2 pts)
 - Assessment of “partner” team’s analysis
 - Testing strategy and test cases
- Design report (4 pts)
 - High-level Design (System and Data Models, etc.)
 - UI screen prototypes and pseudocode of key features
- Design review (2 pts)
 - Assessment of partner team’s design
 - Improvement opportunities
- Finishing touches
 - Team final report / presentation (4 pts)
 - Individual project assessment (4 pts)

Working Prototype

- Demonstrate the capabilities of your system
 - Present a “walkthrough” of your system
 - Demonstrate engineering and value
 - Show “fitness” with respect to test plan
 - Platform, language, etc. are up to you
 - It is expected that it will not be a “finished product”, so it is OK if elements are incomplete