

# EE461L - Software Engineering and Design Laboratory

## Project Demonstration & Final Report

For this assignment, you must demonstrate a complete, working implementation of the proposed application using a concrete motivating scenario. You will carry out a live-demonstration of your tool in class, and your report will describe a complete design, a corresponding implementation and testing of your application.

The teaching staff will investigate the development history of the team: e.g., coding, testing and communication among the team members via the repository history feature. Thus, we encourage each team to continue with your project (if you procrastinate your project, we will recognize this) and be accountable for collaboration and individual contributions (if only one person is working on, we will recognize this as well).

### **Your presentation should include the following parts: (8 minutes)**

1. Briefly specify the motivation and the key features of your application;
2. Briefly summarize how you designed and tested the application;
3. Demonstrate your application with detailed user scenarios;
4. Experiences and lessons that you've learned from your project;
5. Marketing: how would you promote your application? E.g., advantages, highlights, user benefits, etc.

### **Your final report should include the following sections: (no more than 8 pages)**

Project Title:

Team Members:

UT EIDs:

Repository URL:

**For web application, provide your web application URL in this report.**

**For Android application, submit your .apk file on Canvas along with this report.**

#### **1. Motivation**

You must include a section on why the proposed application is needed by the users.

#### **2. User Benefits**

You must include anticipated benefits from a user's perspective.

### 3. Feature Description and Requirements

You must include a detailed description of the application and its requirements.

### 4. Design

You must include a description of your design by including required classes (updated class diagram) and their relationships. You must also include descriptions of the libraries and technologies that you use for your application and how they are integrated into your application.

### 5. User Interface

You must include key screen snapshots of the user interfaces of your application, and add an associated description about the user interfaces and user interaction scenarios.

### 6. Testing Tools, Test Scenarios and Test Cases

You must specify how you tested your application. Describe the testing tools that you use for testing your app, and describe the specific type of testing that you did. In addition, you must include the corresponding test scenarios and test cases to illustrate how you tested your application based on your proposed testing plan.

## Submission

Please submit **presentation slides** electronically on Canvas **before 11:59PM** on the due date, **May 2 (Monday)**, and submit **final report** electronically on Canvas **before 11:59PM** on the due date, **May 8 (Sunday)**.

The submission is per team, and there is no need to submit individual presentations or reports per person.

### Presentation Format

PPT, PDF, or Keynote. ~8 minutes. (In-class presentation, in the week of May 2)

### Final Report Format

11pt font, no more than 8 pages including all figures, screenshots, etc.