Report Guidelines for the aSTEP Multi-Project

The intention of this document is to provide to both students and supervisors of the SW6 multi-project in the spring of 2016 with more concrete instructions as to what should be contained in a report.

These are guidelines and not rules. They are based on the study regulation and on experience from previous years.

The work is carried out in a multi-project, but documented in individual reports by each group. The development is carried out on a common code base in the multi-project. An emphasis in the study regulation is on solving realistic problems. The aSTEP platform is open source and is designed to be used by anyone who would like to build location-based services for the mobile Web.

Since this is a new multi-project, many things need to be built from scratch. The focus of the semester is to have a running platform with basic functionalities and a few show-case apps using the platform.

Each report should contain:
1. A chapter describing the role of the group's work in the setting of the multi-project.
2. One chapter per development cycle (i.e., one chapter per sprint) performed in the project documenting the analysis, design, refactoring, implementation and test performed in that cycle. Each cycle may contain more or less of each of these elements.
    - These chapters cover "design of an application that handles a substantial part of this" and "development of a program that realizes the design"
3. At least two topic focused chapters describing common activities performed with at least one (maximum three) other group (not the same for each chapter). These chapters can be written together with other groups such that they are identical in the different reports. These chapters should mainly be focus on the final state of affairs and not the steps along the way. They should be the ideal starting point for new developers to continue the development on the system. It is emphasized that a project cannot cover all of the topics listed in the study regulation list and that this should not be penalized. These chapters should be focused on relevant problems in the project, such as:
    - Project management
    - Requirements analysis
    - Requirements management
    - Prototyping
    - Databases
    - System architecture, common class diagrams
    - Usability; usability design, usability test
    - Test and verification; integration test, acceptance test, regression testing, protocol verification
4. A chapter documenting the experiences gained from working in a multi-project. Reflections and knowledge to be passed on to future students.

The total number of pages should not exceed 60.