

CS3 Capstone Projects

Stage 2: Planning and Modelling

1. Guidelines for 2nd hand-in

[50 Marks]

Note that all diagrams and description have to be prepared using computer-based tools and not drawn by hand. Hand-drawn and hand-written documents will not be marked.

1. Use case descriptions (narratives — cover all identified goals from stage 1) [10]
 - These are written in the “Intermediate/Casual” style.
 - Couple of informal paragraphs for various scenarios or point form.
 - Covering important alternative paths.
2. Analysis Class model [10]
3. Interaction Diagram or State Diagram [10]
 - Choose the type of diagram that best suits your project, either a sequence diagram or a communication diagram. Alternatively if state transitions are important do a state machine.
4. Project plan [10]
 - Schedule, with an indication of start date, duration and end date for each task.
 - Draw this as a one A4 page Gantt Chart, indicate basic dependencies between tasks.
5. A preliminary test plan. Show 5 test cases (see template below). If you intend doing test-driven development then you may discuss alternative formats with your client and tutor *before handin*. [10]

1.1 Test plan

Test case number 1	Describe the inputs, what behaviour will be tested and the expected outcomes
Test case number 2	Describe the inputs, what behaviour will be tested and the expected outcomes