March 28, 2022
CSE 5324-002, Software Engineering: Analysis, Design, and Testing
M/W 2:30pm to 3:50pm

Class,

For the Iteration 2 Presentations, we need to get our class team presentations completed within the allowed presentation time window/timebox. There is a lot of information to cover in each of these presentations. So, in order to do these presentations efficiently, I've provided some guidance below for our teams to construct and deliver their PowerPoint presentations. You will note in the list below the suggested page/slide count for each item; you may be as creative as you need to be to make this presentation work – page counts are just suggestions. However, in order to get through all the iteration 2 team presentations in time and on schedule, when the maximum time has been reached in any of the team presentations, the professor will stop the presenters, the presentation will be done, and we will move on to the next team presentation. So, plan to manage the team talk time aggressively.

I realize the list below results in about 17 slides to be completed within the timebox requirement of between a minimum of 12 minutes to a maximum of 15 minutes. Recall that we have already had the iteration 1 submittal and a presentation for each team so, we are already familiar with the scope and planning for these class projects. For the I2 presentations, we do not need to start from scratch again. (That is, in this next presentation, a full accounting or discussion of every requirement, every UC, or every EUC or SD is not needed – that is what the iteration notebook submittal is for.) What I suggest is to pick out a couple requirements from your requirements listing that you will actively track through the remainder of the presentation. For example, after the title, agenda, project description, and Overall Design Approach slides, identify a couple target requirements on the requirements slide (don't use login, logout, or registration functions), then identify the relevant UCs that these requirements map to on the UC and/or UCD slide, show on the Domain Diagram slide where these requirements/UC behaviors are located, show the applicable EUC/UIPs for these target requirements, show the SD slides that implement these target requirement behaviors, and then finally show where on the DCD these requirements are packaged. By showing these items in context of the charts, we understand that the other items are also either done or in work per the increment matrix.

Here is the suggested organization for team Iteration 2 project presentations:

1. Title Page -- 1 page -- includes group number and name, app name, list of project team members, current date, the words "Iteration 3 Review Presentation", CSE course number, and course name.
2. Agenda -- 1 page -- includes a list of topics to be discussed in the order presented, including the App demonstration and summary and Q/A chart topics.
3. Project description -- 1 page -- includes a general description of the app, what need/problem it solves for its user.
4. Overall Design Approach -- 1 page -- This slide describes the process by which the team developed the app, from requirements to completed app. This should be a version of our class process/methodology chart we've shown throughout the course in text, graphics, or a combination of both.
5. Requirements -- 1 page -- Show the requirements list or a portion of the project requirements. Identify a couple specific requirements within this list (either circle the

requirements or somehow identify them to the audience); the remaining presenters will use the same identification technique to track these through the rest of this presentation.

6. Use Cases -- 1 or 2 pages - show the UCD(s) for the app and identify the use cases that implement the target requirement(s) identified on the previous requirements page.
7. Domain Diagram – 1 page – show the domain diagram and indicate the relevant requirements, attributes, etc. captured within this diagram for the target requirements.
8. RUCTM - 1 page -- show the RUCTM and identify the UC(s) that implement the requirement(s) noted earlier. Show priority.
9. Increment Matrix -- 1 page -- show where the identified UCs are scheduled for development within the iterations (should be iteration 2). Show planned and actual work unit times (person-weeks) and indicate any unexpected difficulties with the project planning and execution.
10. EUC/UIPs -- 1 or 2 pages -- for the target requirement(s)/UC, show the relevant EUC and UIPs.
11. Sequence Diagrams -- 1 or 2 pages – again, illustrate the SDs for the targeted UC/requirement(s) being focused on through the presentation.
12. DCD -- 1 page -- Show the DCD and show where the targeted UC(s)/requirement(s) show up in the DCD.
13. Code Snaps – 1 or 2 pages – show screen snaps of the specific UCs being tracked through the presentation showing that the team is using android studio and has programmed these items.
14. Summary -- 1 or 2 pages – this is a brief summary of the entire presentation (i.e., briefly note what we covered) and provide any final results or take-aways that the team would like to leave the audience with.
15. Q/A -- 1 page -- Final page of the presentation where you ask the audience for any questions -- expect to field 1 or 2 questions. (Tip: try to seed the audience with a starter question or 2. Ask one of your other classmates to ask a specific question – give them an index card with the question to ask (that the team has an answer for).)

The objective of the Iteration 2 review presentation is to convince your audience that the team knows how to build the app using the class OO process and methods. The team is to demonstrate with this presentation that they have a way to account for the requirements and use cases throughout the app development and that the UCs scheduled for Iteration 2 development are either done or in work. The team is to provide confidence to the professor (i.e., the customer), that the team can develop this app to implement the requirements agreed to earlier in the class.

Finally, expect to spend about a minute on each slide, on average not counting the title, agenda, and Q/A slides . . . but you need to speak briefly to these slides too. No slide skipping. The time runs out quickly, so be sure to rehearse the presentation setup so that your team will be time efficient. Be prepared. Once the first person starts talking, the clock is running; the clock stops at the Q/A slide.

I hope this helps with these next presentations.

- Dr. Siok