

# Software Engineering Group Project

# COMP2043.GRP

## Session 01:

## Introductions

# Aims (1)

- Gain Software Engineering experience:
  - engineering requirements
  - system architecture and design
  - user interface design
  - implementing a medium sized, multi-component system
  - systematic testing and debugging
  - programming in a team
  - Software engineering tools, especially version management



# Aims (2)

- Gain general group working experience:
  - running meetings
  - making collective decisions
  - time and people management
  - writing reports
  - giving presentations
  - interpersonal skills
  - resolving conflicts (up to a point)



# GRP Student Handbook

- Everyone is expected to read this very carefully!
- Important dates and deadlines
- Team set-up
- Expectations
- ... and more ...



# COMP2043.GRP in a Nutshell (1)

- You will be divided into teams of about 4 to 7 students
- Each team will have a project
  - (More details shortly)
- Each team will be assigned a supervisor/advisor
- Weekly meetings:
  - formal (with supervisor)
  - informal team meeting (without supervisor)
- Support class sessions (these)



# COMP2043.GRP in a Nutshell (2)

- Assessment:
  - Ethical Approval
  - Project Website
  - Written reports:
    - Interim Group Report
    - Final Group Report
    - Individual Report
  - Software & documentation
  - Demonstration
  - Presentation
  - Promotional Digital Artefact
  - Peer assessment



# Support Lectures

## Our Sessions :

- DB C-05, 09:00-10:50, Tuesdays:
- We'll have various activities in these sessions, aiming to support your GRP, and monitor your progress
- Please check announcements in Moodle
- Be punctual, sit with your team
  - more on that later



# Important Dates (TBC!!!)

<u>Task</u>	<u>Date or Deadline</u>
Project bids submission	Wednesday, 9 October 2024 (3 pm)
Equipment requests can begin	From Wednesday, 16 October 2024
Completed Ethics forms due	Thursday, 31 October 2024 (3 pm)
Group project site up and running	Thursday, 31 October 2024 (3 pm)
Interim reports due	<b>TBC</b> Thursday, 5 December 2024 (3 pm)
Team final reports and software due	<b>TBC</b> Wednesday, 2 April 2025 (3 pm)
Recording of Software Demonstration due	<b>TBC</b> Wednesday, 9 April 2025 (3 pm)
Recording of Team Presentation due	<b>TBC</b> Wednesday, 9 April 2025 (3 pm)
Team promotional digital artefact due	<b>TBC</b> Wednesday, 9 April 2025 (3 pm)
Open Day	<b>TBC</b> Wednesday, 16 April, 2025 (9 am – 6 pm)
1-minute introduction & live Q&A	<b>TBC</b> Wednesday, 16 April, 2025 (9 am – 6 pm)
Individual final reports due	Tuesday, 22 April 2025 (3 pm)





# Time Line

- September – Early October
  - Split into teams
  - Bid for projects -> all teams get a project
    - Read handbook for details!
  - Team and advisor weekly meetings begin
  - Elect team leader (can be changed later)
  - Make a rough time plan



# Time Line

- October:
  - Background research
  - Turn project brief into initial requirements spec
    - Agree with advisor
  - Initial design and prototyping
  - Team project site up and running
  - **By 31 October:**
    - All Ethics forms submitted; Group Project Website Active!



# Time Line

- November
  - Iterate requirements, design, prototypes
  - Start writing interim report
  - Consolidate prototypes/initiate main
  - Implementation effort



# Time Line

- December
  - Finish writing interim report
  - Implementation well under way
  - **5 December**: Interim Group Report due



# Time Line

- January/February/March/April (CNY holiday here, too):
  - Implementation; testing; debugging; system integration
  - Writing up & finishing report
  - Preparing recordings/artefacts



# Time Line

Early April: fine-tune implementation; prepare Open Day, Presentations, and Q&A

- **2 April**: Team final reports and software due
- **9 April**: Recordings and digital artefacts due
- **16 April**: (**TBC**) Open Day and Live Q&A
- **22 April**: Individual final reports due



# Ethical approval forms: 23 October 2024

- **VERY IMPORTANT!**
  - No work begins until this is done!
- Each team should explore the ethical issues of their project, agree with supervisor, submit forms
- Late, incomplete, or incorrect submissions lose marks
- Later issues (later in the project) may lose marks
- Submitted by **23 October 2024**



# Team Project Site Active: 31 October 2024

- Each team must have a project site
- Initial configuration and demonstration that *all* group members know how to use the site
- Running by 31 October 2024
- More details will be made available after the October holiday!





# Interim Group Report: 5 December 2024

- Updated and expanded problem description
- Background: technical background, related work, existing similar solutions.
- Requirements
- Design of system and user interface
- Results of initial implementation efforts
- Fairly detailed time plan
  - Develop early, and don't forget to factor in exam revision, other major activities, holidays . . . , **keep updating it!**



# Final Group Report: 2 April 2025

- Updated and expanded version of the interim group report
- Discussion of the design and implementation
- Summary of what was achieved
- Reflective comments on the success of the project
- Description of testing (appendix)



# Software & Documentation: 2 April 2025

- Submitted electronically only
- Submit everything!
- Make sure software (e.g. libraries) from elsewhere is properly attributed
- Software assessed along a number of dimensions, with evidence including the submitted software itself, testing-appendix in main report, Open Day demonstration, etc.



# Digital Recordings: 9 April 2025

- Recording of Software Demonstration
- Recording of Team Presentation
- Team Promotional Artefact
- More details as we get closer to the submission date



# Open Day: 16 April 2025 (TBC)

- “Trade fair”: groups show off their finished applications to fellow students, members of staff, other interested people
- Each group sets up a stand:
  - Posters (School pays for the printing of one large poster)
  - Leaflets
  - Live demo
- The overall quality and professionalism of the stands and the people manning them is assessed



## Open Day: 16 April 2025 (TBC)

- The following are some photos of previous Open Days



















# Team Live Q&A: 16 April 2025 (TBC)

- 1 minute for introduction
- Up to 10 minutes for questions
- Attended by staff and students
- It is how well the questions are answered that is assessed
- The following are some photos from previous sessions















# Individual Final Report: 22 April 2025

- Summary of personal contribution
- Reflection on the project, the running of it, and own role within it
- Peer assessment:
  - peer-evaluation on dedicated form
  - written justification of evaluation
- Assessed on report qualities, not on individual contribution!



# Marking Breakdown (Team)

<u>Group Task</u>	<u>Weight</u>
Team Project Website	2 %
Completion of Ethical Approval	3 %
Interim Group Report	15 %
Final Group Report	30 %
Software & Documentation	15 %
Demonstration	10 %
Presentation	10 %
Q&A	10 %
Promotional Digital Artefact	5 %



# Marking Breakdown (Individual)

Component	Weight
Individual Mark for Group Work	80 %
Individual Report	20 %

# COMP2043 (2024-2025): Software Engineering Group Project (GRP) -- Feedforward



# 2024-2025 Student List

- There is a list in Moodle:
  - Check that you are on it!
  - If you are not on my list, but should be, contact FoSE Faculty Office immediately



# 2024-2025 Team List

- This will *soon* be in Moodle
  - The registration and student information is not yet stable
- When released, you should connect with your team
  - Introduce each other
  - Get contact information



# 2024-2025 Projects

- Briefs Catalogue will *soon* be in Moodle
- Your team should identify up to three projects that you want to do
- Prepare bids
  - See Handbook for details
  - Submit through Moodle by **Oct 9, 3 pm**



# Final Comments

- This module represents a fantastic opportunity
  - It is also usually one of the favourites
- Kaizen!
  - If you have suggestions for how to improve, please let me know
- Enjoy it!

