CPSC 224 Group Project Definition

Deliverable name Due date/time Format	Description	Evaluation Criteria
Game Rules 3/23/2018 Print out of a word processing document. The target audience is someone who would be playing your game for the first time.	Following a format similar to the Yahtzee rules found on blackboard, produce a two page set of rules for your game and a scorecard mockup if applicable.	Teams will rework this deliverable until acceptable quality is achieved.
Functional Requirements (ABET) 3/28/2018 Print out of a word processing document. The target audience is a non-technical project sponsor in need of convincing that the team understands the problem to be solved and is up to the task. A sales-presentation level of professionalism is expected.	This is your detailed problem statement. Identify and articulate the functional requirements for your application. Be sure to analyze the requirement statements for consistency, completeness, and whether each statement can be verified through testing. This is WHAT the application needs to do, NOT HOW it will be accomplished technically.	Exemplary performance consists of a set of requirement statements that capture all major features such that each statement describes exactly one feature in enough detail to determine if the feature has been completed. Satisfactory performance consists of a set of requirement statements that capture all major features, but where some do not have clear verification criteria. Developing performance consists of a set of requirements statements that capture most, but not all major features.
Preliminary Class Design 4/6/2018 Print out of a UML Class diagram supplemented with descriptions for each class and method.	Analyze your Functional Requirements Document to identify potential classes and methods. Use a combination of noun extraction and CRC cards working together as a team. Sufficient detail should be present to inform subsequent design and coding efforts.	Teams will rework this deliverable until acceptable quality is achieved.
User Experience Mockup 4/6/2018 Print out of a UX design built using a tool such as Visio or PowerPoint.	Design the look and feel of the User Experience. Your document should include a mockup of each proposed frame along with a narrative describing the navigation between frames. Remember the UX white-boarding from the Big Bang Theory episode. Aside from Sheldon's behavior, this would be a good approach for your team. http://digdog.tumblr.com/post/3628378498/actually-sheldon-has-better-design-if-youre	Teams will rework this deliverable until acceptable quality is achieved. Design work up to and including the class design and UX mockup may be swapped between teams at the instructor's discretion.

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Project Plan 3/30/2018 @ 3:00pm, and on every Friday through 4/27/2018 Use the Project Plan spreadsheet available on blackboard as a template. Upload your plan to your section's SharePoint document library. Update your plan every Friday to reflect progress made that week.	A detailed work breakdown showing all tasks needed to complete the project. For each task include who is assigned, an estimated effort in hours, and a due date. Update progress weekly with a percent complete, actual time spent in hours, and the actual completion date. Make sure task a broken down such that no task has an estimate of more than 4 hours to complete.	Teams will rework the initial deliverable until acceptable quality is achieved. Instructor will monitor weekly progress and contact teams if potential issues are identified.
Peer Evaluation Survey I (ABET) Beginning of class on 4/10/2017 Using the template found on blackboard, turn in a print out for each member of your group other than yourself	Students will be assessed using a peer evaluation survey that will include questions on how effectively team members communicate progress, finish tasks on time, produce high quality work, do their fair share of technical and non-technical tasks, keep their teammates accountable, and demonstrate commitment to the team.	Exemplary performance consists of each question having a score of meets expectations or exceptional. Satisfactory performance consists of the majority of questions having a score of either meets expectations or exceptional, with no question score lower than minor weaknesses. Developing performance will consist of the majority of question scores as minor weaknesses or higher, with no scores as unacceptable.
Design Alternative Analysis (ABET) Beginning of class on 4/13/2017 Print out of a word processing document including UML Class and Sequence diagrams and UX mockups as appropriate.	Identify three specific design problems faced by your team. Choose problems worthy of detailed analysis and where an effective design will most greatly impact project success. For each problem you select, identify multiple design alternatives to potentially solve the problem. For each alternative, document the advantages and disadvantages and then select an alternative to implement. Include a discussion of the rationale behind each chosen alternative. As implementation progresses, document observations on the effectiveness of the designs chosen for inclusion in your Final Report.	Exemplary performance consist of scores of meets expectations or exceptional for each design problem. Satisfactory performance consists of the majority of scores as either meets expectations or exceptional, the remaining no lower than minor weaknesses. Developing performance consists of the majority of scores as minor weaknesses or higher, with no scores as unacceptable.
Test Plan 4/13/2017 Print out of a word processing document.	Define test cases sufficient to ensure that every functional requirement can be verified as complete and correct during testing. Each test case should include step-by-step instructions with sufficient detail so that an individual unfamiliar with the design or coding could execute the test case.	Teams will rework this deliverable until acceptable quality is achieved.

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Code and Testing Results Using Current Computing Techniques (ABET) Beginning of class on 5/1/2017 Print out of a word processing document that includes screen snips that show you are using GitHub to manage your source code and that you have completed unit testing using Junit. Additionally, one team member will upload all code zipped into a single file to dropoff.	Develop a GUI-based application using an IDE (Integrated Development Environment such as Eclipse), a source code control system (such as GitHub), and a unit testing framework (e.g., JUnit).	Exemplary performance consists of successful completion of the program, successful use of source code control for their codebase, and a complete set of (passing) unit tests for the program. Satisfactory performance consists of successful completion of the program, successful use of source code control for their codebase, and at least one passing unit test defined for each class in the program. Developing performance consists of the majority of features completed for the program, successful use of source code control for their codebase, and at least one passing unit test defined for each class in the program.
Presentation (ABET) In class 5/1/2018 and 5/3/2018 Print out of your presentation slides	Each team will give a presentation on their project that includes a high-level overview of the g, the desired features of the application, a live demonstration of the completed software program, the overall architecture and design of the program, and future extensions. Students will be assessed on each part of the presentation (problem statement, features, demonstration, architecture and design, and future extensions) as well as on overall clarity and organization of the presentation, the ability of the students to answer questions, and whether the students kept to the time limit of the presentation.	Exemplary performance consists of scores on each criteria as meets expectations or exceptional. Satisfactory performance consists of the majority of scores as either meets expectations or exceptional, the remaining no lower than minor weaknesses. Developing performance consists of the majority of scores as minor weaknesses or higher, with no scores of unacceptable.
Final Report (ABET) 5/4/2017 Print out of a word processing document	Describe and analyze your design and implementation. The final report should bring together relevant deliverables produced throughout the project, modified to reflect changes in requirements and design and discoveries that occurred along the way. Include final versions of your UML Class and Sequence diagrams. Also include ample reflection on what worked, what didn't, and what the team would do differently.	Exemplary performance consists of complete and correct UML class and sequence diagrams describing the major software design decisions, and demonstration and evidence of program correctness through testing. Satisfactory performance consists of correct, but not a complete set UML class and sequence diagrams describing the major software design decisions, and evidence of partial program correctness through testing. Developing performance consists of a set of UML class and sequence diagrams with minor errors and evidence of partial program correctness through testing.

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Peer Evaluation Survey II (ABET) Beginning of class on 4/26/2018 Using the template found on blackboard, turn in a print out for each member of your group other than yourself	Students will be assessed using a peer evaluation survey that will include questions on how effectively team members communicate progress, finish tasks on time, produce high quality work, do their fair share of technical and non-technical tasks, keep their teammates accountable, and demonstrate commitment to the team.	Exemplary performance consists of each question having a score of meets expectations or exceptional. Satisfactory performance consists of the majority of questions having a score of either meets expectations or exceptional, with no question score lower than minor weaknesses. Developing performance will consist of the majority of question scores as minor weaknesses or higher, with no scores as unacceptable.