Deliverable: #6 - Final Demonstration
Due Date: In Class November 29 / December 1 (status report: Nov 29 @ 0800 via email)
Title: SE2: Software Design and Architecture
Course ID: CS 446, SE 464, ECE 452, CS 646

WWW: http://www.cs.uwaterloo.ca/~rtholmes/teaching/2011fall/cs446/index.html
Twitter: https://twitter.com/cs446

Lectures: Tuesday & Thursday 1600 - 1720 MC 1056
Tutorials: Friday 1430 - 1520 MC 4060

Instructor: Dr. Reid Holmes; DC 3351. Office hours by appointment. rth.se2@gmail.com
TAs: Kevin Shelley; DC 3334. Office hours by appointment. karshell@cs.uwaterloo.ca
Wei Wang; DC 3334. Office hours by appointment. w65wang2cs.uwaterloo.ca

Description:
Do a demo. Save the world.

Requirements:
1. Title page, including project name, team name, and each team members name and Quest IDs.
2. Final status report / demo description.
3. Perform demo.
4. Parts 1-2 must be compiled in a PDF document.
5. Only one team member needs email the team component to rth.se2@gmail.com by 0800 on Nov 29.
    File naming scheme: cs446-d6_<project-name>.pdf
                    * (use – instead of space in file names)
    Only one team member needs to send the code as well (or a link to the ZIP, if you would prefer).

Required documentation:
Before the final demonstration a status report / demo summary must be submitted. This report should detail the functionality your app embodies and list what proposed functionality remains unimplemented and why it was dropped. The intent of this report isn't to punish groups who did not implement everything they proposed but rather to help us understand the challenges your group faced while working on your project.

Demo:
The demonstrations will be strictly limited to ten minutes with four minutes for questions and one minute to set up your computer / mobile device. The demonstrations should both demonstrate what the system looks like from the user's perspective and describe some of the technical underpinnings / challenges you faced creating your system.

Delivery is important: please practice your demonstration before you come and if you are worried about hooking up your laptop / mobile device toe the projector show up early and try it out in advance. Treat this demo as you would treat a demonstration to your product team on a co-op job. The demo should show the major scenarios your tool supports (including the ones you proposed at the outset of the course).

Assessment:
This assignment is worth 15% of your final grade. The TAs and instructor will individually grade the final presentations in terms of the technical complexity of the completed system, the polish that has been applied to the system, and the quality of the presentation itself. The class will vote on the most functional system at the end of the class. This group will receive a 2% bonus on their overall assignment mark at the end of the course. A further 2% bonus will be awarded to any group who can provide links to their app being hosted by app stores for two different platforms (e.g., iTunes App Store, Android Marketplace, Blackberry AppWorld, Palm App Store).