

Deliverable: #1 - Project Proposal
Title: SE2: Software Design and Architecture.
Course ID: SE 464, CS 446, ECE 452, CS 646

Course www: http://bit.ly/uw_se2 [check frequently for updates]

Lectures: Tuesday & Thursday 1600 - 1720 MC 4063
Tutorials: Friday 1430 - 1520 MC 4063

Instructor: Dr. Reid Holmes; DC 3551. Office hours by appointment. rth.se2@gmail.com
TAs: Sarah Nadi; DC 3334. Office hours by appointment. snadi@cs.uwaterloo.ca
Wei Wang; DC 3334. Office hours by appointment. w65wang2cs.uwaterloo.ca

Description:

The project proposal is a description of what you intend to accomplish over the rest of the term for this project. It should describe your system and what you intend it to do. Projects that use the GWT framework are preferred, but not required. Projects that have a mobile slant on them (easy with GWT) are preferred, but not required. Emphasis on projects that are interesting / useful is preferred; use this project to build something that excites your team! The instructor or TAs will provide feedback for each project after the proposal to ensure your team is on the right track. The scope of the project should assume at least 5h / week development time (e.g., 4 team members * 5h / week * 13 weeks = 260 hours).

Requirements:

1. Project title, team members, team member Quest IDs. (Only one team member needs to submit the proposal)
2. A description of the project and why it is useful and interesting. This is the main part of the assignment. Justify why you chose this project and how it is either interesting or useful to the members of your team. (1 page; 2 pages if any low fidelity prototypes are included).
3. Provide at least two user scenarios to describe how a user would interact with your system and what the benefit to them would be. These should include a scenario title and a description of the scenario including the inputs expected of the user and the outputs the system will provide to the user. (at most 2 paragraphs per scenario).
4. A description of the functional and non-functional requirements of your system (at most 1 page, numbered/list form OK).
5. A discussion of any problems or challenges you expect to encounter (max 1 page).

Presentation:

Each team will 'pitch' their project to the class with a presentation lasting at most 5 minutes in class. The presentation should describe the main functionality of the system and clearly state why the project is useful / interesting. You may use slides or the blackboard for supporting materials. If you want to use slides, please send them to rth.se2@gmail.com in PDF, PPT, or Keynote format by 0800 on Sept 21. A maximum of three content slides + one title slide can be submitted; please, no animation or transitions.

Assessment:

This deliverable is pass/fail. While any submission that satisfies all of the requirements will pass, this assignment will strongly influence the remainder of your project (40% of your final grade). The class will submit votes for the 'pitch' presentations that are a) the most interesting; and b) the most useful. The winners of each of these categories will receive a 2% bonus on their final project grade; one team cannot win both categories.