

**Deliverable:** #3 - Prototype demonstration.  
**Due date:** Due in class October 26, 2010.  
**Title:** SE2: Software Design and Architecture.  
**Course ID:** SE 464, CS 446, ECE 452, CS 646

**Course www:** [http://bit.ly/uw\\_se2](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](mailto:rth.se2@gmail.com)  
**TAs:** Sarah Nadi; DC 3334. Office hours by appointment. [snadi@cs.uwaterloo.ca](mailto:snadi@cs.uwaterloo.ca)  
Wei Wang; DC 3334. Office hours by appointment. [w65wang2cs.uwaterloo.ca](mailto:w65wang2cs.uwaterloo.ca)

### **Description:**

Do a demo.

### **Requirements:**

1. Title page, including project name, team name, and each team members name and Quest IDs.
2. Status update / demo description document.
3. Perform demo.
4. Parts 1-2 must be compiled in a PDF document and submitted to [rth.se2@gmail.com](mailto:rth.se2@gmail.com). Please name your file Project-Name\_Demo-status.pdf. Only one team member needs to send this document. This should be sent before class starts.

### **Required documentation:**

Before the demo a status report / demo summary must be submitted. The maximum length of this document is one page. The demo summary should describe the functionality that will be demonstrated highlighting which aspects of the demo are real and which parts are simulated. The status report should describe your current progress on your system, what difficulties you are facing, and a short overview of the next month of development.

### **Demo:**

The demos will be strictly limited to four minutes with for functionality with one minute for questions and one minute to set up your computer / mobile device. If your web app is deployed online I will have borrowed an iPhone that will be connected to the projector. You can alternatively demo using a laptop with the window scaled down, if necessary.

Delivery is important: please practice your demo before you come and if you are worried about hooking up your laptop / mobile device to 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 at least one working user scenario. Simulated data / mock objects are fine as long as some portion of the functionality works. For example, for this demo your authentication page can just accept a username / password that always lets the user in without actually checking against some backend system.

### **Assessment:**

This is a pass/fail assignment. The assignment must be passed to pass the course. As long as you can demo some working functionality (even with simulated input data) you will pass. The class will vote on the most complete demo at the end of the class. This group will receive a 2% bonus on their overall assignment mark at the end of the course.