Deliverable: #3 - Prototype Demonstration
Due Date: October 25 @ 0800 (status update) and in class (prototype demonstration)
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
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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.
5. Only one team member needs email this document to `rth.se2@gmail.com` by 0800 on Oct 25.
   File naming scheme: `cs446-d3_<project-name>.pdf`
   * (use – instead of space in file names)

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 one additional minute for questions and one minute to set up your computer / mobile device. You can demonstrate your app from your laptop, my laptop or tablet (if your web app is currently online), or your own tablet / phone. If you use your own laptop, feel free to demo from within an emulator or Ripple. If you are using a mobile device, I hope to have a document camera to project your small screen to the class.

Delivery is important: please practice your demo 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 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.