

EECS 448 – FALL 2009
SOFTWARE ENGINEERING I
PROJECT PHASE 1

Due Date

Tuesday, September 22, 2009.

Objective

The objective of the class project is to provide you with the opportunity to participate in a software engineering project by being involved in every workflow of the software life cycle, including requirements, analysis, design, and implementation. You will work in a team, learn different aspects of software engineering practice, and produce a software package that will be utilized by a client. Project Phase 1 will focus on the requirement workflow. Project Phase 2 will involve the analysis workflow. Project Phase 3 includes the design workflow. Project Phase 4 will consist of the implementation workflow. You will participate in the professional demonstration of the final version of your software product to the client and the class.

Team Work

Team work is an essential component of this class. The phases of the class project will be done in groups of three or four students. If you are unable to find a group, you must inform the professor so that you could be assigned to a team. All members of the same team will receive identical scores on the group components. Therefore, it is the responsibility of each member of the team to ensure fair and equal contributions.

Description

This phase allows you to determine the exact needs of the client, and includes interviewing the client and producing the artifacts for the requirements workflow. The software package you produce shall include all features and capabilities requested by the client, as determined during the requirements elicitations, and revised subsequently.

You have to understand the exact needs of the client through an interview. You shall produce a questionnaire composed of the list of questions, addressing all the issues related to the project. You will use the questionnaire during the client interview. All teams will interview the client during the same meeting, so that you can also benefit from other teams' interview discussion. Although at least one representative from each team must participate in the interview process, it is expected that all members will be present during the interview to gain a better understanding of the client's needs and requirements. The initial client interview will be scheduled during class.

You will also generate a rapid prototype (or proof of concept) to show the client that the technical features of the product can be achieved. During the interviews, the specific requirements for the prototype will be outlined and discussed.

The artifacts to be produced as part of the Project Phase 1 shall include:

1. The cover page
The team's name, names of the members, and photographs of the members
2. The interview document
The questionnaire (list of questions and issues before the client interview)
The responses and clarifications offered by the client
3. The glossary
4. The functional requirements
Use cases, brief descriptions, and step-by-step descriptions
5. The nonfunctional requirements
Platform constraints, response time, reliability, etc.

Requirements

The report to be produced shall include the requirements workflow artifacts, neatly typed, formatted, and combined into one organized document, and the rapid prototype. These must be emailed to the grader as an attachment.

Grading

Project Phase 1 is 10% of the total course grade, and is due in class. A late submission will incur a one third reduction in grade for every day that it is delayed. The students in the same team will receive identical grades on this phase of the project.