

EECS 448 – FALL 2009
SOFTWARE ENGINEERING I
PROJECT PHASE 4

Due Date

Tuesday, December 8, 2009.

Objective

The objective of the Phase 4 is to complete your work on the project. Phase 4 will focus on the implementation workflow of the software life cycle. The final software package shall include a complete working software product developed by your team, accompanied by documentation. The other objective of the Project Phase 4 is to provide you with the opportunity to formally present your software product to the class.

Team Work

This phase shall be done in teams, using the existing team arrangements.

Description

The implementation is the process of converting the design into code, integrating the code modules, and testing the software product. The artifacts for Phase 4 are the program code and the documentation.

Requirements

The artifacts to be produced and submitted include the implementation workflow artifacts, neatly typed, formatted, and combined into one organized report with a cover page. These must be emailed to the grader as an attachment.

The final product will be formally presented to the client and other software engineering teams during class. Each team will have up to 15 minutes for the presentation. The presentations will take place during regular class time according to the included presentation schedule, which is determined pseudo-randomly.

Grading

Project Phase 4 is 15% of the total course grade, and is due in class. Project Presentation is 5% of the total course grade, and is due in class. Because of class presentation schedule, late projects cannot be accepted. The students in the same team will receive identical grades on this phase of the project.

Presentation Schedule

| Date | Presentations |
|-----------------------------|--|
| Tuesday, December 8, 2009 | KERNEL PANIC ENCORE SEGFAULT U.N.D.E.R. STUDIOS |
| Thursday, December 10, 2009 | HAWKWARE DIGITAL SQUIRREL ARBITRARIUM |