

CS 3415 Team Project  
Fall, 2014

Instructor: Dr. Ruizhong Wei

**General information:**

A team project is an important part of Software Engineering course. Each team should complete the project in this semester following the project time frame. Using theories, principles and methods discussed in class, each team should deliver a complete, correct, well-structured, and robust project by November 24. Each team also needs to give presentations of the project in the class (time TBA). Because this project is a team work and it will last for one term, every member should keep working on it and learn how to collaborate with your teammates.

**Proposed topics:**

The following is a brief description of proposed project. Details will be followed. In fact, requirement analysis of a project is one of the important topics in this course. A team need to find out the requirements of the project in the following weeks. Note that the description of the projects is purposely simple and incomplete.

The title of the project is: *A Residence Management System:*

Accommodations at the Lakehead University Thunder Bay Campus currently are divided into three primary living styles: residence halls, apartments and townhouses. Each style provides a unique environment that allows you to experience freedom while receiving the academic and social support that you need to be successful. The residence halls have double, basic single, and single rooms and come with the convenience of a full meal plan. The apartment and townhouse accommodations are reserved for upper-year students. Now your team is asked to develop a management system to manage these accommodations. Using the system

- A manager should be assign accommodations to students by using this system.
- A manager should be easily find out information for each room of the residence, such as what kind devices provided in the room, who is living in the room and the duration, etc. The manager can also put notifications, advertise activities etc.
- A resident should be able to submit notes and requirements, such as special requirement, need to repair some device etc.
- A new student should able to find out on campus housing information, detailed available rooms, and apply residence admission with detailed or specific requesting.
- Mobile devices are supposed to be used for the system.

**Team activities**

We will use the evolutionary process model (incremental model) for the team project. The following activities are not sequential activities of the team. We will discuss team project weekly activities in classes.

- Outline of the project.
- Project requirements development which includes
  - domain analysis;
  - requirements gathering;
  - requirement analysis;
  - requirement reviewing;
  - requirement documents typing; etc.

The techniques discussed in the class should be used.

- Project designing which includes
  - architectural design;
  - modelling design;
  - user-centred design and possible pattern usage;
  - modelling inter actions and behaviour;
  - user interface design;
  - detailed design documents typing; etc.

Theories discussed in classes and UML techniques should be comprehensively used during the whole designing procedure.

- Implementation and testing: Since we will use the evolutionary model, the implemented software is not the final version. Each team can consider to implement several versions of the system.
- Weekly team meetings. Each team should have a team leader. The team can elect a team leader or let each member of the team be a leader in turns. Each team meeting should have meeting records. Communications between team members regarding the team project can also be included to the record.

All the documents should be nicely arranged and assembled with all the attachments as appendix. If you have any questions or problems, the instructor is ready to help. However, the project is a timely issues. If some step was not finished on time, then whole project will be difficult to complete.

Effective human collaboration is always a challenge. The team project gives you a chance to learn and practise interpersonal communications, leadership, collaboration, organization, and help each others.

### **Hand in:**

Each team should hand in the followings before the deadline:

- Project report which is proved by all the team members.

- All the documents related to the project.
- Weekly team meeting records.
- Any other materials which show the team's work.
- Percentage of credit for each member of the team.

Each student should hand in a report including:

- A record of your role and activities in the team project.
- A summary of your team project in your opinion: best part of the project, insufficient or inadequate of the project, etc.
- Any other comments about the project.

**Grade:**

The highest mark for a project is 20 multiply the number of members of the project team. The grade a student obtained is his/her credit percentage multiply his/her team's project mark (but the highest grade will be no more than 20). The individual report will be counted as one assignment.