Chapter 1: Project Planning and Management

1.     Group Name: Group Number e.g. G1

2.     Name of students/members: list of names and the university numbers of members of the group.

3.     Role of each member: e.g. project manager, secretary, technical architect, programmer (and/or Tester).

4.     Project management strategy: how the team have been conducting its meetings, how often the team has been meeting, how the team has been making their decisions (e.g. project manager make final decision, or by voting etc.) - which software process model or models, the team has followed (e.g. agile, waterfall, both etc.).

5.     Project manager report: a project manager must write one page stating:

            - the work done by each group member and

            - his/her opinion on how s/he evaluates the success of their project.

6.     Group members report: in one page, each group member must write

           - his/her opinion on how s/he evaluates the success of their project.

           - a list of the tasks/diagrams s/he has done, drawn or contributed to (for example,  contributed by drawing a diagram, discussing it, reviewing it etc.).

NOTE: For main single diagrams, for example, for the overall use-case diagram, all team members may have contributed to them, but for instance tasks, e.g. the detailed descriptions of use cases or the instance activity diagrams, each team member should have undertaken one, and thus each should write their NAME clearly on each of the diagram s/he has done in the report. Members, in a group, who has forgotten to write their names, on the work they have done, may LOOSE their mark.

Chapter 2: Requirement Elicitation and Analysis

1.     Requirement statement/Business description – which was supplied by the customer group.

2.     USER and SYSTEM requirements.

3.     SCENARIOs, make sure each scenario has a normal, alternative and error flows (up to 5, ONE must be done by each group member – write your NAME on the one you have done)

4.     ACTORS analysis and their description.

5.     USE-CASE diagram(s). [One overall system use case diagram - and no more than 2 multi-level use case diagrams, if multi-level is used]

6.     Detailed description of key USE-CASES [up to key 5 use cases, One for each group member, ideally it should be for the same scenarios chosen in step 3 – write your NAME on the one you have done]

7.     ACTIVITY diagram: One main activity diagram to show overall key business processes.

8.     Instance Activity diagrams: up to 5 instance activity diagrams, one for each of the key use-cases, the same use cases chosen in step 6 above, showing its normal, alternative and error flows. [One for each group member– write your NAME on the one you have done]

Chapter 3: System Modelling and Analysis

1.     System CLASS Diagrams: BOTH: Analysis class model and Detailed class model.

2.     Description of CLASSES: one sentence to describe what does each class mean.

3.     OBJECT Diagram - one example

4.     SEQUENCE Diagram; up to 5 sequence diagrams, One sequence diagram for each of the chosen key use cases in Chapter 2, step 6 above – [One for each group member– write your NAME on the one you have done]

5.     STATE diagram: one state diagram, of an object that has a state. If no object has a state, describe why.

Chapter 4: System Design

1.     Description of chosen Design Goals (choose at least THREE: TWO general ones, e.g. coupling and cohesion, ONE specific to your system which should be a non-functional requirement of your system, e.g. user-friendliness, usability, reliability, robustness, performance, maintainability etc.)

2.     Component Diagram of your system components.  Map your classes on your components. Describe how (and in which) components the chosen Design goals have been addressed.

3.     Overall architecture diagram – map your components on your architecture layout. Write a justification why did you choose a particular software architecture (e.g. layered architecture, client/server, peer-to-peer) in meeting your design goals and system non-functional requirements.

4.     Deployment diagram: map your Software components on hardware nodes.

Chapter 5: Assessment and Effort Estimation

1.     Three assessment forms in your role as a DEVELOPER (i.e. assessing your customer group): One at User requirement approval, One at Requirement analysis, and One at System modelling and Design

2.     Three assessment forms in your role as a CUSTOMER (i.e. assessing your developer groups): One at User requirement approval, One at Requirement analysis, and One at System modelling and Design

3.     Effort/Time estimation calculation- showing how you calculated the effort, minimum and maximum costs and times.

Appendix

 Meeting minutes:

-       List of meetings of your group, both face-to-face or online, noting names of who attended and whom were absent, the purpose of the meeting and list of taken actions or made decisions.

-       List of meetings with the customer group, noting names of who attended and whom were absent, the purpose of the meeting and list of taken actions or made decisions.