

Requirements for Final Report and Reflection

CSCI 479 Software Design Capstone

November 18, 2009

Part 1: Final Report: A good draft of your Team's Final Report is due Friday December 11th *or earlier*. I will return your draft with feedback on Monday December 14th or two days after you hand it in. The Final Report is due by **Wednesday December 16th at 5 PM**. The Team should hand in **one (1) copy** in a nice folder. The content consists of the following three parts with sections:

I. Cover page

Cover page should have the name of product, the Team's name, members' names and date.

II. User's Manual

The audience of this part is a typical user. This part's purpose is to serve as a User's Manual for the product. For this part, you should assume that the system administrator has installed the product properly.

1. Introduction

This section introduces the product and informs the user of what is in the manual. It answers questions such as:

What is the product? What is its purpose? Who are the users? How to run the product?
What is distinctive about your project? Why would a user want to use it?

2. Use of the Product

Include a simple run of the product with screen shots and discussion to allow the reader to gain a feel for its functionality. Provide in the text a guest account and password for users to try out the product.

Describe the various features of the product.

To aid in the user's understanding, you might want to add a glossary of terms used in the User's Manual.

III. Technical Manual

The audience of this part is a software developer. A technical manual should include everything you as a software developer would want to see if you were told you had to maintain or enhance the product.

1. Installation

This section should have any instructions that are necessary for the customer to install and run the product. In this section you should tell me what pieces are needed and the instructions to install a new version of your product. Also, tell me the names of all the files and the pathnames of where they are. Include a **Readme** file in each directory. *And remove all junk from the directories.*

2. Requirements

List the XP stories separated into two parts. The first part should contain the stories that are implemented in this release. The second portion contains the remaining stories not implemented. Any changes to the stories from when you handed in the XP stories previously should be distinguished in some way, say by being in bold. Discuss why the changes.

List and discuss important constraints and risks.

3. Design Section

Include an overall system architecture diagram that reflects what is implemented in the product. The system diagram should tell a story. A software developer should be able to understand your overall design by studying your diagram. For each of the major components, e.g., Chat component, include a UML class diagram. Label all diagrams. Describe the diagrams and the design with several paragraphs to allow a software developer to understand your design in enough detail to be able to enhance the product.

Discuss key design issues and problems that the Team encountered and how you resolved them.

Describe the status of your project.

4. Testing Section

- a. Describe your test plan and how you executed it for the product.
- b. For each implemented XP story you should develop functional tests that will convince someone that the story has been implemented properly. Describe each functional test in enough detail such that a third party could execute the test. Run each test and say if the functional test passed or not.
- c. Ask at least three individuals outside of class who are in the targeted user group to run your product and collect feedback. Write up a description of the results and on how the feedback reflects the success of your Team's product.

Part 2: Reflection [*Done by each team member and handed in separately.*]

Do after the Final Report has been turned in but by Wednesday December 16th at 5 PM.

The audience of this part is the course instructor. Reflect on your capstone experience in Computer Science Design. Discuss the following three aspects:

1. Reflect on your team experience. Describe how well your team worked and how you resolved any problems.
2. Reflect on what you have learned in doing the project.
3. Reflect on how your Bucknell education prepared you for doing this project.