

CSE 403 – Winter 2011 Assignment 1

The goal of this assignment is to get great product ideas out on the table and expose them to others to see and think about.

Due date: Thurs Jan 6 by noon, proposal must be submitted via the dropbox tool linked on the class website

Presentation dates: Thurs and Fri Jan 6th and 7th, in class and section

Voting date: Friday Jan 7th by 11pm, via the survey tool linked on the class website

Overview

Your primary job in this assignment is twofold:

1. To describe your proposed product so that people understand what it is and why it is valuable
2. To describe the product architecture so that it is clear that the system can be built, making excellent use of the available resources (approximately 8-9 weeks and 6-7 engineers) and technology

You must work in teams of two-three for this assignment, with your choice of partners. Please use the class bulletin board, if needed, to find a partner.

You will present your material to the class after turning it in. Everyone will then have the opportunity to review the material and vote on the products they feel most compelling and would most like to work on. At that point, the course staff will reorganize you into larger teams to actually build those products!

Product requirements

The function performed by your product is entirely up to you. With this assignment, you have the opportunity to propose a product that you think is interesting and valuable. Think about the customer of your product. Your product should either cover new territory or have some compelling feature(s) that would make your customer select it over related products.

The four constraints on the product design, however, are:

1. That it be something other than a game.
2. That it be based on a client / server networked architecture. You will be expected to well define the interface between the client and the server as the product is designed and built.
3. That it be able to be installed and run by 403 staff working on systems such as the CSE undergraduate lab.
4. That it be of suitable size and scope to be feasible in the time allowed, with a team of 6-7 software engineers.

Ultimately, if you can convince your fellow developers of your product's value, you can then design and build it in a team environment. This will give you practice working in a team, building a real product with the processes we have and will discuss in class.

Note that you may not receive monetary compensation or credit in another course for working on the 403 project.

Product Life Cycle

We are following a combination of a staged delivery and a spiral life cycle model in the activities of this class. This assignment can be thought of as an early spiral turn around the life cycle. Given the short time between now and your presentation, the three lifecycle elements to cover in your product pitch are:

- **Vision**

What is your product, on a high level? Who is it for? Why is it interesting? Describe the top-level objectives, differentiators, target customers, and scope of your product.

- **Software Architecture**

How are you going to implement the preceding functionality? Describe at a very high level the components / modules that will interact in your system, and any languages/toolkits you propose to use for the development. A diagram is required.

- **Challenges and Risks**

What is the single main challenge you see in developing the product on schedule? How will you minimize or mitigate the risk?

Deliverables

A powerpoint presentation with at most three slides that summarizes your proposal. Your delivery should take a maximum of 3 minutes, so be rehearsed and prepared. All group members must participate in the presentation. Be sure to introduce yourselves.

Please have all group member names clearly visible in the presentation.

This assignment is due in the turn-in dropbox

<https://catalyst.uw.edu/collectit/dropbox/alverson/13423> (link on the class website) by noon, Thursday, January 6th. Be ready to present in class on January 6th and 7th.

For the class presentation, please bring your powerpoint on a memory stick for quick loading.

Grading

Your grade on this assignment is not determined by whether or not the project goes beyond the proposal stage. We will be looking to see that you have addressed the identified project elements, that you have made reasonable judgments concerning them, and that you have organized and presented your proposal well. Remember that this delivery is the basis for the class to decide which products to develop and deliver this quarter.