SOFTWARE ENGINEERING

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GL: TOOLS FOR PROJECTS AND SW DEVELOPMENT

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MVK13

THE SCHEDULE

MVK13 – THE SCHEDULE

Thu   Dec 19   10-12   E3/D3   **Presentation of reqs and project status + deliverable**

MVK13

WHAT TO PRESENT AND DELIVER

MVK13 – PRESENTATIONS

- **Each group has a maximum of 10 mins, 6 min presentation + 4 min questions and comments**
- **Prepare a short status presentation based on the deliverable**
- **Assume nothing, give enough background information for a new audience**
- **What are you working on, what have you done, what will you be doing next**

MVK13 – THE DELIVERABLE

- **Build on your draft**
- **Keep what haven't changed (probably very little)**
- **Update the sections with all new information, new decisions**
- **Again, don't forget references and links!**

MVK13 – THE DELIVERABLE

- **High level ToC**
    - **What's the project about?**
    - **Goals**
    - **Prerequisites (external)**
    - **Implementation (incl development model motivation)**
    - **Project group description and roles**
    - **Research**
    - **Needs, scenarios, reqs**
    - **Technology/architecture/data model**
    - **Planning: activities, tasks, dependencies, times, milestones, …**
    - **Risk analysis**

MVK13 – THE DELIVERABLE

• **What I expect:**

- **Overall updates and more defined formulations**

- **A section on implementation – how are you addressing the problem and how are you working?**

- **A comprehensive summary of what you've researched and what you've learned**

- **Initial description of the technology, the architecture and/or the data model**

- **An honest attempt at formulating scenarios (or similar) and (at least) some high level reqs**

- **Updated planning – particularly new activities and the respective tasks, new milestones, …**

- **Updated risk analysis**

MVK13

NEXT TIME

MVK13 – NEXT TIME

Thursday Dec 19, 10-12

D3/E3

– Presentation of draft in two parallel sessions

– Send your draft document to me and to your supervisor

MVK13 – PRESENTATIONS

D3

5 A*	23. Kattis	Filip Kis
6. Emil	14. Bluetooth apps	Filip Kis
8. SMAB	16. Playhouse	Björn Thuresson
11. Församlingen	5. Måla med ögonen	Björn Thuresson
14. U+2603	26. Dr Maombi	Björn Thuresson
1. BSoD	9. Horror Game	Chris Peters
2. Bismarck	10. Dynamic Audio	Chris Peters
3. G1	29. Visualisering av grafdatabaser	Chris Peters

E3

4. Placeholders	7. Graph Visualization of Code	Bärbel Janssen
16. Exchange	8. Videotelefon	Bärbel Janssen
10. DT	2. Instalert	Aurélien Larcher
12. HoH	32. Distributed File Search	Aurélien Larcher
13. OGB	22. Köhanteringssystem på CSC	Cristi Bogdan
15. The Avengers	17. Chaview	Anders Lundström
7. FoL	1. Gapminder	Mario Romero
9. Void	6. WebGL	Mario Romero

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