

CSCE 4901 Software Development Capstone

Instructor: Stephanie Ludi, Stephanie.ludi@unt.edu

Office: NTDP F251

Office Hours: WF 10:30-11:30am & by appt

Course Catalog Description

Students demonstrate their mastery of the breadth of computer science learned in their studies. Focus is on the application of computer science techniques to the design of applications involving multiple software components. Students apply the theory acquired from numerous computer science courses to solve real-world design and developmental problems. The design considers realistic constraints including economic, environmental, critical thinking, technical writing and communications skills, and group management skills in completing their design and development project.

Course Outcomes

1. Gather and refine user functional requirements and other functional and non-functional requirements and constraints for a large-scale software system and create a software requirements specification document.
2. Perform software analysis and design tasks using recognized software methods to create a preliminary design specification for software based on a requirements specification.
3. Utilize project management principles, skills and tools in creating the requirements and preliminary design specifications.
4. Create a project management plan, including a schedule and budget for a large-scale software project.
5. Utilize configuration management, project management and design tools in the course of the project.

Textbook:

none

Prerequisites

CSCE 4444

Course Requirements:

Attendance: Attendance is required and will be periodically monitored

Exams: None

Project: The majority of the assignments in this course will relate to a large group project that will be completed based on client requirements

Course Calendar (subject to change as needed)

Grading Policy

The various components of your grade are weighted as follows:

- Team Project Deliverables 50%
- Team Presentations 15%
- Peer and Client Performance Reviews 15%
- Instructor Assessment 20%

Week	Topics	Due
Week 1	Course Overview, project topics	Team Proposal due Friday @ 11:59pm
Week 2	Project Planning, Team & Project Selection, Requirements	Project Schedule, Trello, Req. Doc for Phase 1 due Sat. @ 11:59pm, refer to BB for templates
Week 3	Req. cont'd, Design	Requirements doc due Sat @ 11:59 pm; refer to BB for templates
Week 4	Work Week	
Week 5	Testing	Refer to BB for template
Week 6	Phase Presentations	See BB for assigned team slot for 10 min presentation on Phase activity and status
Week 7	Work Week	
Week 8	Work Week	
Week 9	Phase Presentations	See BB for assigned team slot for 10 min presentation on Phase activity and status
Week 10	Work Week	
Week 11	Work Week	
Week 12	Phase Presentations	See BB for assigned team slot for 10 min presentation on Phase activity and status
Week 13	Work Week	
Week	Work Week	

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Week 15	Delivery to Customer, Final Status Report	
Week 16	Final Presentations, Team Reflection	See BB for assigned team slot for 20 min presentation on Phase activity and status

NOTE: It is expected that after Week 2, your Trello board will be up to date (it will be periodically checked)

Course Policies:

ABSOLUTELY, NO LATE project assignments will be graded, unless specific arrangements are made with the instructor in advance. All assignments will be turned in by 11:59pm on the date due. Assignments may be submitted on Blackboard in the appropriate drop box unless otherwise indicated.

ALL requests for extensions on assignments must be made prior to the due date, in person, and must be for a valid “emergency” reason. In extreme circumstances, contact after the due date may be accepted if there is a COMPELLING reason.

Attendance is required, is part of your grade, and will be monitored in order to ensure that all groups operate at peak efficiency. You are responsible for all discussion, lecture and other information disseminated during the lecture period, regardless of whether you attend or not. You are also responsible for all team assignments made by your team lead and deliverable leads regardless of your attendance. You must provide documentation for excused absences for emergencies etc.

Lectures and Project assignments are included in this syllabus. However, you should regularly check the class website, as well as take note of in-class announcements for changes in the schedule or

assignments.

You should plan to spend, on average, about 10-15 hours per week outside of the normal class meetings working on the various aspects of your project. As deadlines draw near, the time commitment may increase.

Collaboration and Cheating:

Collaboration among students in class is most certainly encouraged, as it is my belief that it provides a better learning environment, and is required for team assignments. All resources used should be clearly cited in written work of any kind, both individual and team. For further details and clarifications regarding collaboration and cheating, view the university Student Rights and Responsibilities web page.

Student Evaluation of Teaching Effectiveness (SETE)

The Student Evaluation of Teaching Effectiveness (SETE) is a requirement for all organized classes at UNT. This short survey will be made available to you at the end of the semester, providing you a chance to comment on how this class is taught. I am very interested in the feedback I get from students, as I work to continually improve my teaching. I consider the SETE to be an important part of your participation in this class. SETE will be available near the end of the term.

ADA:

UNT complies with all federal and state laws and regulations regarding discrimination including the Americans with Disability Act of 1990 (ADA). If you have a disability and need a reasonable accommodation for equal access to education or services please contact the Office of Disability Accommodation.