

# Requirements and Design Workshops

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# Overview

Same principles for all workshops

- Independent group work
- Communication-intensive
- Some degrees of freedom

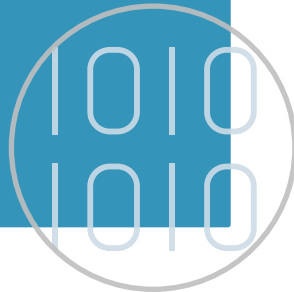
Different from other courses

- Apply what you have been taught
- Self-learn based on need
- Proactive instead of reactive
- LIC and mentor are resources

# Software engineering workshops

- Capstone nature
  - cut across many techniques
  - Learn application domain
- Outcome driven
  - Stakeholder
  - Product-oriented
  - Business value
- Multi-level collaboration
  - Between students
  - With stakeholder
  - Between teams

## Characteristics



- Requirements Analysis
  - Broad goals
  - Features and Stories
- Design
  - Architectural Design
  - Web application
  - Visual User Interfaces
  - Multimedia data design
- Implementation
  - Prototyping
  - Testing the design
  - Testing Web technologies

## This workshop



# Course schedule

See outline on [course site](#)

## Phase 1:

- Lectures

## Phase 2:

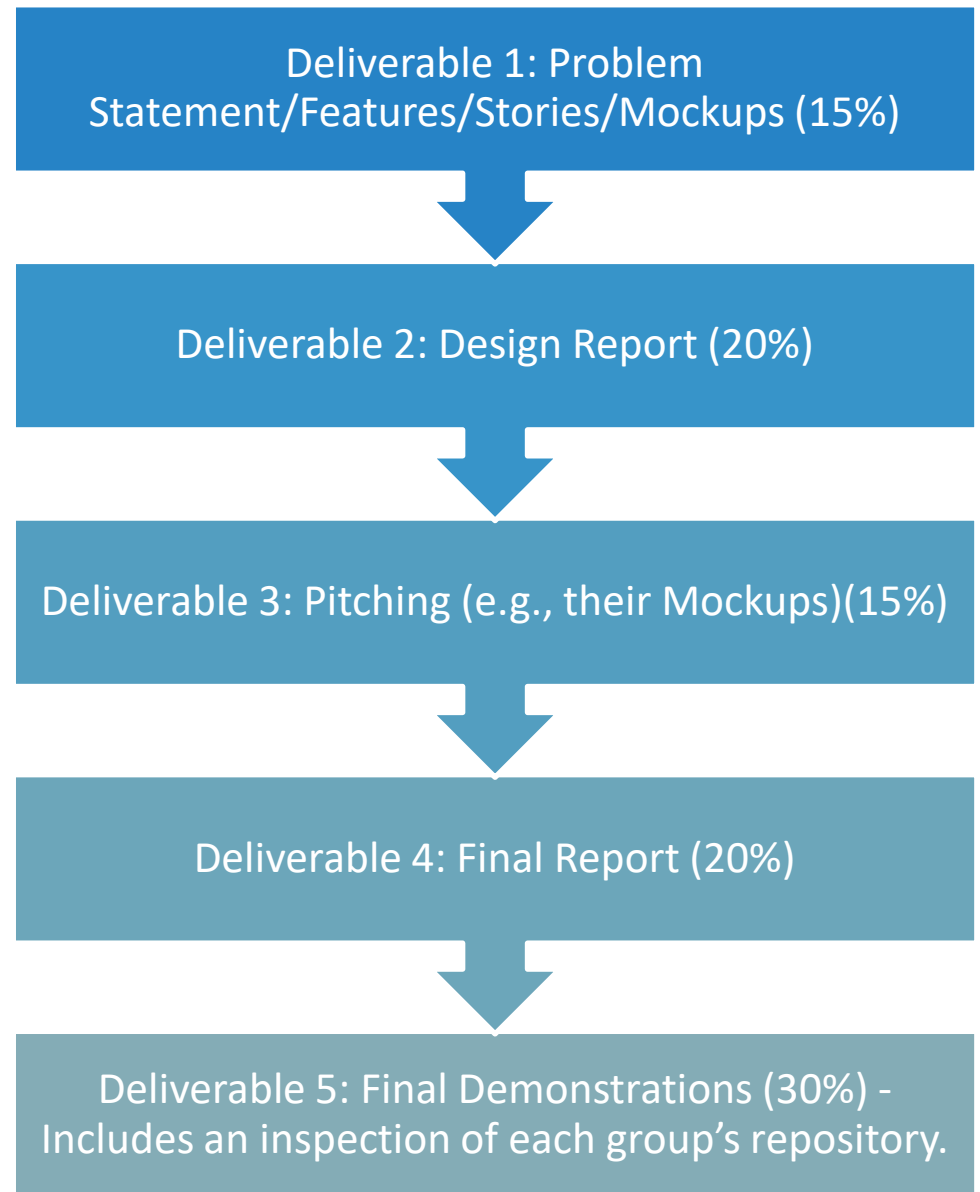
- Mentoring


## Phase 3:

- Mentoring, presentations and demos

Week	Date	Description	Action
1		Lectures: Introduction to the Course, Guest Lectures	Specs available, Form groups
2		Extra Lectures Mentoring Meeting (project ideas)	-
3		Mentoring Meeting	-
4		Mentoring Meeting	<b>Problem Statement/Features/Stories Del 1 Due</b>
5		Mentoring Meeting	-
6		No Mentoring	-
7		Extra Lectures Mentoring Meeting	<b>Design Report Del 2 Due-</b>
8		Mentoring Meeting <b>Pitching Presentations (Del 3)</b>	-
9		Mentoring Meeting	-
10		<b>Final Demonstrations (Del 4)</b>	<b>Final Report Del 5 Due</b>
11		Macquarie Second Year Software Engineering Prize	TBC

# Assessment



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# Use GitHub to manage your project, documentation and submission

- All teams should use Git to manage their project code base and deliverables (Github or other).
- Make sure your GitHub repo is shared with your **mentor** and course **admin** (*Git id: chitizadeharmin*)
- Other types of repositories can be used in agreement with your mentor.
- If needed, read introduction to GitHub: (see WebCMS material, Lecture 1)



# Repository structure

Each Teams should maintain their Github repository in following structure:

- -SENG2011\_<TeamName>
- |----README.md
- |----  
SourceCode\_and\_Documentation
- |----Deliverables
- |-----Deliverable-1 report
  - |-----Deliverable-2 report
  - |-----Deliverable-3 Slides
  - |-----Final Report



## Initial spec

- Creating User Experiences using Web APIs and Information Archives
- Available via course web site

# Teamwork

- Essential for SE professional
- Bring the best in everyone
- Project management experience

Why teamwork?



- Compulsory attendance
- Participation mark

Mentoring sessions



- Equal contribution expected
- Peer assessment at the end

Deliverables

