Group Project: 30%
- Project Proposal: 5%
- Project Presentation: 10%
- Project Report: 15%

PROJECT ASSIGNMENTS
- The project proposal, final presentation, and final report should be submitted to Canvas.
  - One member can submit the proposal, final project, and presentation on behalf of the group.
- At the beginning of the course, you will form project teams with 2-3 members. During the semester, the project team will work together through the full development cycle, from an initial feasibility study to delivering a functioning product, and will make a series of presentations and reports.
- In selecting a project, think broadly. Your project can be an application, system software, or even a toolkit. Software engineering covers everything from smartphones to supercomputers.
- Your project can be for a real client or a hypothetical one. In either case, you need to have a clear idea of who your client is (ex: organization within SMU, corporation, entrepreneurship projects, etc.)
- The project needs to be complex enough to solve a real problem but small enough to complete in 1 semester.
- Project can be an app, automating a process, designing a user interface for a large system, etc.
- Since every project is different, there is no set list of deliverables. Part of your assignment is to decide what is needed for your project. Typically, deliverables include:
  - Working code
  - Documentation
  - Training materials
  - Test suite
- Project milestones:
  1. All teams are formed and reported to the professor in an email sent by the Project Manager assigned by the team. The email should include: project title, team name, team members, and client profile
  2. Project proposal and presentation are due [5%]
  3. Project updates from all teams
  4. Final project presentations [10%]
  5. Final reports due [15%]
  Note: all team members should present on a given presentation and contribute equally to the project
- Project Success Criteria:
  - Satisfying the client’s needs
  - Usability of the product
  - Maintainability over the life of the product