

# CS493 Software Engineering I

## Project Prototype

**Date Description due:** Friday, October 22, 2010 11:59pm

**Date Demonstration due:** Friday, October 29, 2010 3:30pm

**Points:** 40

### Details

You are required to demonstrate your project prototype on Friday, October 29. The prototype will be defined by you and agreed upon by the instructor. Basically, you will define what you expect your prototype to be, and you will be graded based on how well you fulfill your goals.

### Prototype Description

Your prototype description should define the parameters of your prototype. The prototype should include the major communication areas of your project, but not the details (the main logic). For example, if your project is a client/server type of project, then your prototype should have a basic client, a basic server, and be able to send information between them. If your project contains a user interface that requires user interaction, then you should create a basic UI (don't get bogged down with how it looks) and have some basic interaction with the user and save information to your database.

The idea is that you want to create the basic framework for your project.

Your description should include:

- The modules (or parts of modules) that you will implement for your prototype.
- The type of information that you will pass between modules.
- The actions you will perform on the day of your demo to show that you have implemented all you said you would.

Submit as a GoogleDoc to [ShereenKhoja@gmail.com](mailto:ShereenKhoja@gmail.com)

### Prototype Demonstration

On the day of the demonstration, you will provide copies of your final prototype description, the one on which both you and the instructor agreed. You will then perform the actions that you outlined in your prototype description, to demonstrate your working prototype to the rest of the class.

The prototype demonstration will be peer reviewed.