Capstone Project Overview

This document provides a high-level overview of the capstone project. Detailed instructions for the various components are contained in other documents mentioned below.

1. High-Level Development Process for the Project

The capstone project is divided into four iterations, each with its own objectives:

- **Plan, Design, and Setup Iteration 0**
  - o Objectives: Demonstrate that the team understands (1) what they're supposed to build, (2) how they will build it, (3) how they will ensure its quality, (4) how they will manage its configuration, (5) how they will manage and schedule the work, and (6) what key risks they face.

- **Development Iteration 1**
  - o Objectives: Implement the most important features of the system (although polishing and minor bug fixes may be needed) and mitigate all the key risks.

- **Development Iteration 2**
  - o Objectives: Have all the system's features implemented and basically working (although polishing and minor bug fixes may be needed).

- **Development Iteration 3**
  - o Objectives: Have the system finished, polished, and ready to turn over to the customer.

2. Procedures and Deliverables for Each Iteration

As part of the fulfillment of the objectives for each iteration, there are several procedures that the team must follow and deliverables that the team must produce.

2.1. Milestones

By the end of each iteration, the team must satisfy a **Milestone** set of requirements. The precise requirements for each Milestone will be provided prior to the start of each iteration.

See the *Milestone Instructions* documents for detailed instructions.

2.2. Individual Assignments

At the beginning of each iteration, each team member must commit to completing a set of tasks by the end of the iteration. Think of this as "designing your own homework assignment" for each iteration. At the end of the iteration (to be included in the milestone), each team member must specify the outcome of their tasks. A team member's individual productivity grade for an iteration is largely based on how well they completed their tasks.

See the *Individual Assignment Specification* document for detailed instructions.

2.3. Feedback Collection and Management

Throughout the course, teams will receive feedback from a variety of sources—customer/mentors, instructors, other students, and random people "off the street". This feedback may pertain to the design and implementation of the project; however, it may also address issues with the team's communication and development process. The team must record each piece of feedback received and document their response to it. How effectively the team addresses feedback will impact both their milestone grades as well as their final project evaluation grade.

See the *Feedback Collection and Management* document for detailed instructions.