Project Overview

This document provides a high-level overview of the team software 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 three iterations, each with its own objectives:

- **Initial Planning and Design Iteration 0**
  - o Objectives: Demonstrate that the team understands (1) what they're supposed to build, (2) how they will build it, and (3) how they will manage and schedule the work.

- **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 as much of the system finished, polished, and ready to turn over to the customer as possible.

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 development 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.