Project Deliverables

Items 2 – 4 are due Friday, May 3, by midnight (even if your group is presenting on 5/8)
Item 5 is due Wednesday, May 8, by midnight.

1) A presentation and demo of the project of approximately 20 minutes for a 3-person group and 25 minutes for a four-person group. All group members must participate. The presentation should be divided into clearly delineated segments with each group member taking complete responsibility for one segment. It is your responsibility as a team member to be sure that you have, in consultation with your teammates, identified the topic or topics on which you will do the presentation.

The overall presentation should include a working demo of your system. The demo should be given more emphasis here than in the tutorials. Give some thought to how you can best show off the system. You can do the demo as a team or you can assign one team member to conduct the demo as his/her portion of the presentation. If you are doing the latter, be very careful; if all you do is wave at the code in the IDE it will be graded harshly.

2) Your presentation slides.

3) Written technical documentation. Again, even if you only submit one document, the sections written by each team member must be clearly delineated and attributed. It is your responsibility as a team member to be sure that you have, in consultation with your teammates, identified a set of topics on which you will write.

The most important objective is to document the design of your system in an accurate and comprehensible way. Your audience should be assumed to be technically competent but not necessarily familiar with the motivation for your solution or the technologies you are using to implement it. You should expect to provide clear motivation for what you’re doing, e.g. what problem is being solved (and why existing solutions aren’t adequate) and/or what’s new or different about your solution. You do not need to turn in a formal requirements document but you should clearly describe your design objectives. You should provide a high-level overview of the components in the system and how they interact. Component diagrams and/or class diagrams may be appropriate. You should provide detail on the implementation and the platforms, frameworks and/or libraries you are using. However, in this case you are not writing a tutorial on a framework and/or library so that should not be a primary emphasis. Most projects will also need a user manual. Optionally you may include an evaluation of the design and its performance or relative success. Remember, however, that this is not a blog or a story and that your audience is not interested in how you feel about it. Review the bullets at the bottom of the first page of the tutorial guidelines for some reminders about writing style.

Your documentation must include references and citations for all libraries or code examples that you have used.
4) **Complete source code**, preferably in the form of access to a repository, along with instructions for building, installing, and deploying it.

5) **Self and peer evaluation.** As an individual, you must send an email directly to me in which you evaluate your *own* contributions to the project and your *teammates’* contributions to the project. This should include clear attribution of who did what in terms of authoring code. Also consider bug fixes, design effort, original ideas, leadership, etc.