

Term Project

(draft, to be finalized)

Due Times/Dates

2:20PM March 16 (Wednesday)	Proposal Presentation
5PM April 12 (Tuesday)	1st Preliminary Design Document
2:20PM April 13 (Wednesday)	1st Prototype Demo
5PM May 3 (Tuesday)	2nd Preliminary Design Document
2:20PM May 4 (Wednesday)	2nd Prototype Demo
5PM May 24 (Tuesday)	Complete Design Document
May 24 (Tuesday) – May 25 (Wednesday)	Complete System Demo
2:20PM May 25 (Wednesday)	Final Report and Presentation

The presentation slides, design documents, and the final report all should be submitted by emailing to the instructor (tsay@ntu.edu.tw). Late submissions will be penalized by 20% for each working day overdue.

Warning: the short time gap between the deadline of a design document and that of the corresponding demo is for you to be able to reflect all design changes (made while the system is being implemented) in the design document. You should, of course, start the implementation long before the deadline of the design document.

Project Description

The term project is to be carried out by teams (groups) of around 7 or 8 students. Detailed rules for the formation of teams will be announced in class. Every team may propose to do whatever they like, as long as the proposed project meets the general requirements listed below.

General Requirements

- The progression of the project must be divided into three milestones (or sprints in the Agile Software Development terminology), each with a coherent set of demonstratable functions/features.
- You may use some other Git server for managing your development work, but you must synch a copy of your work to the Git server set up for this course.
- The system/service you develop must be publicly accessible from a Web browser, running on a desktop, laptop, or mobile phone. Note: try not to tie your system to a particular brand of browser.
- The system must have a multilingual user interface, supporting at least Chinese and English.
- The system provides API with all data encoded in the JSON format, allowing developers to build new services on top of it. In one of the demos, you should provide evidence that this indeed has been done.
- Requirements concerning security (secrecy, privacy, access control, software security, etc.) and system robustness.

- **Secrecy:** Transmission and storage of sensitive data should be protected.
 - **Privacy:** Privacy of all users should be respected. A policy of privacy should be in place and enforced.
 - **Access Control:** An adequate access control policy should be in place. Every piece of data can be accessed only by a person with the access right. Access control should be implemented with single sign-on technology. Note again that a single sign-on server will be provided for demos.
 - **System Robustness:** The system should be robust and gracefully handle any illegal inputs by the user. In particular, it should be free from injection vulnerabilities.
- **Concurrency Control:** Several users may access the system/website at the same time, without interfering with each other or causing inconsistency in the data.
 - DO NOT plagiarize (i.e., do not use material without crediting the source).

Proposal Presentation

Each team will have 5 minutes to give an oral presentation of their proposal with an appropriate set of slides/videos; this is to be followed by a 5-minute session of Q&A. The presentation should provide an overview of the system/service to be developed, giving the motivation and objectives, along with some highlights on its functions/features.

Design Documents

The system is expected to be implemented in three stages. Accordingly, there will be three required design documents: two preliminary design documents and one complete design document, at most 8, 12, and 16 pages long respectively. The preliminary design documents constitute an evolution to the complete design document, which gives a complete and concise description of your system design.

A design document should include at least the following items:

- an overview of the *entire* system, including a description of its high-level architecture and all features/functions that will be provided,
- design of the components in the scope covered up to the current stage, including the various UML diagrams and their accompanying specifications,
- any other verbal or diagrammatic descriptions that would help clarify the design (e.g., the graphical user interfaces).

Demonstrations

- Preliminary prototype demos
 - For a preliminary prototype demo, each team will have 5 minutes to show the functions/features planned for the corresponding stage; the demo is to be followed by a 5-minute session of Q&A.
 - All preliminary demos will be scheduled during the class meeting on their due date.
- Complete system demo

- The complete system demonstration is meant for the instructor to more closely examine the system and should be about 20 minutes long.
- To allow time for discussions, half an hour will be allotted to each team.
- Please schedule well in advance (at least one week before the due dates) a date and time with the instructor.

Final Presentation

Each team will have 20 minutes to deliver a final oral presentation of their term project with an appropriate set of slides/videos; this is to be followed by a 10-minute session of Q&A. The slides should be designed in such a way that they can be made publicly available on the course website. The presentation must include a demo.

Final Report

The final report should be at most 10 pages long and include the following two parts:

Part One

- an overview of the system from the users' perspectives
- simple (but self-contained) manuals for the user or application developer

Part Two

- some highlights of the final design (including possible changes and the reasons for these changes, since the final design document)
- the lessons (not necessarily technical) you have learned
- the task allocation, identifying what each team member has contributed to the project

Grading

Item	Percentage
Proposal Presentation	10%
1st Preliminary Design Document	10%
1st Prototype Demo	10%
2nd Preliminary Design Document	10%
2nd Prototype Demo	10%
Complete Design Document	10%
Complete System Demo	10%
Final Report	10%
Final Presentation	10%
Source Code (style, documentation, etc.)	5%
Usage of Tools (IDE, Git, etc.)	5%

The grading of the proposal presentation, the preliminary demos, and the final presentation will be based primarily on peer evaluation (by all the other teams).

All members of a team basically will receive the same score for the term project. However, a peer evaluation will be conducted within each team following the final presentations. The evaluation results will be used to adjust the score of each team member, up to 20% more or 40% less than the original score.