EECS 481 Software Engineering
Project 1 Final Presentation

Thursday, 19FE04
20-30 minutes: Team 'X' presents
10-15 minutes: Live demo
20-30 minutes: Team 'Y' presents

CEO's and/or Managers may only present topics in *italics* below. All other topics must be presented by group members. Within reasonable limits, have each group member present for 1-2 minutes.

Content of Presentation

Introduce self
Introduce group members
Award 'Team Hero'
Managerial overview
- *Project overview*
- *Organizational structure*

Product Review
- Functionality
- GUI
- Logic
- Other

Process Review
- Version Control
- Change Control
- Data Naming Standard
- Other

Documentation Review
- Planning Document
- Process Document
- Final Document
- Website

Summary
Questions and Answers

See back for additional detail.

Objectives of Presentation

In particular, the following were stated goals at the beginning of the project. Please briefly describe the original plan for the product/process and the final implementation of the product/process. Describe the differences between the two and why.

- Establish organizational structure to accomplish project goals;
- Implement functionally correct board game;
- Develop GUI that has look and feel of original board game;
- Develop consistent interface with opposing team;
- Supply planning documentation including organizational structure, project plan, and requirements;
- Supply final documentation including commented source code, project analysis, and user manual;
- Develop process for version control of software product;
- Develop process for change control of software product;
- Develop naming standard for use on software product implementation;
- Adjust implementation to significant specification change late in product lifecycle;
- Establish website to maintain current status of all of the above.