

MEMORIAL UNIVERSITY OF NEWFOUNDLAND
Department of Computer Science

Computer Science 4770 – Team Project - Winter 2018

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Course Website: <https://www.cs.mun.ca/~dchurchill/courses/4770>
(most course activity will take place in class / on D2L)

Course Objectives:

The objective of this course is to develop a working prototype of a software system as a team effort. A group of students will work on a project for a term, with the goal to gain more experience working in a group setting, which is a vital part of software development.

For the Winter 2018 version of this course, we will be making a video game in HTML5 / JavaScript with the following components:

- HTML5 Canvas / JavaScript Interface
- Custom JavaScript Game Engine
- HTML5 Canvas / JavaScript Level Editor
- MongoDB Database Back End

Evaluation:

The final grade in the course will be determined as follows:

Requirements Documentation	20%
Architecture Documentation	20%
Final Project Code and Instructions	20%
System Demonstration	40%

Course Outline:

- Requirements Document
 - This document must describe the use cases, functional and non-functional requirements of the software system, as well as a schedule of the development tasks and the team member(s) responsible for each task.
- Architecture Document
 - This document must present the system's decomposition into modules and the assignment of responsibility of team members to subsets of the modules.
- Final Project Code and Instructions
 - The entire codebase of your final project will be submitted for a code review.
 - Instructions on how to download, install, and use the software are required.
- System Demonstration
 - The integrated system must be demonstrated by the team. This system includes all software, data, and steps to set up and use the software.
 - A demonstration of how the system is tested must be given, along with results

Notes:

- Attendance for this class is **required**.
- Students register for Computer Science 4770 as a regular three-hour per week course.
- Due to the nature of this course, CIO students on a placement should not register.
- In the time slot assigned to the course, groups will meet to discuss their progress.