

Individual/Group Conferences

- CS Projects –
Dr. Hwang's office
 - Monday, Sept. 9
 - 12:00 – Graham
 - 12:15 – Nhan
 - 12:30 – Oti
 - Wednesday, Sept. 11
 - 12:00 – Jim
 - 12:15 – Jared
 - 12:30 – Darwin
- EE/CoE Group
Projects – KC-267
 - Monday, Sept. 9
 - 12:00 – IEEE Robot
 - 12:15 – Football Robotics
 - 12:30 – PLC Lab
 - Wednesday, Sept. 11
 - 12:00 – Go Baby Go
 - 12:15 – Autonomous Vehicle

Funding from Dean's Office

- Full details posted to course webpage
- Proposals due: Friday, September 20
 - Signed cover sheet
 - At most one page description
 - At most one page budget
- Pitches on Friday, September 27, KC-267
One person per project (all must be present??)
 - 12:00 – IEEE Robot
 - 12:10 – PLC Lab
 - 12:20 – Go Baby Go
 - 12:30 – Autonomous Vehicle

Assignment 4

- **Each student** is to develop the requirements and specifications for his project and write this section of the proposal.
- Each student/group is required to meet with the project sponsor and/or project advisor at least once before submission.

Assignment 4

- Also, revise the Introduction and Problem Statement and Background sections incorporating any comments.
- Put both sections into **one** document and **format** according to the guidelines posted on the course webpage except in double-space.

Assignment 4

- CS – Email a **PDF copy** of the document to Dr. Hwang by **Friday, September 27.**
- EE/CoE – Upload **PDF copy** of the document to the project Google Drive by **Friday, September 27.**

Project Proposal: Requirements and Specifications

- Requirements and specifications define what the project will accomplish.
- Once a proposal is accepted, they constitute a “contract” between you, your project sponsor, and your project advisor. Changes must be negotiated and approved.

Requirements

- The difference between a requirement and a specification is somewhat arbitrary.
- Generally, a requirement is something that is the project sponsor has determined is an integral part of the project and must be included in any design.

Requirements

- Requirements may include:
 - Specific implementation language; e.g., must be written in Java.
 - Specific implementation technologies; e.g., must use a Raspberry Pi
 - Specific functionalities; e.g., must support separation of administrator and user information

Specifications

- Specifications usually describe the functional behavior of the project.
- Often they are presented as a list of tasks that must be accomplished.
- They also may include UX (user experience) functionality.

Specifications

- Each specification should follow from one or more issues identified in the problem statement.
- The goal is to be able to show that a project that meets the proposed requirements and specifications will solve the problem given in the problem statement.

Specifications

- Examples:
 - To make it easier to make connections, the user must be able to search for an event.
 - For proper navigation, the robot will be able to follow a white line on a black background.

Specifications

- Note: specifications **do not** describe how these tasks will be accomplished or implemented, just what they are and how they relate to the problem.

Specifications

- Specifications for features that are not directly related to the problem statement should be listed as secondary or optional. That is, ones that will be completed as time permits.

Specifications

- After the proposal is accepted, the requirements and specifications becomes a checklist.
- It is used to determine the amount of progress accomplished.
- It is used to determine whether the project has been completed to the sponsor's satisfaction.