**Central Connecticut State University**

**Department of Computer Science**

**Software Engineering Studio
Project Proposal**

|  |  |
| --- | --- |
| Project Title: |  |
| Organization: |  |
| Primary Contact: |  |
| Email: |  |
| Phone: |  |

**Background Information**

*Purpose: Use this section for basic information on your organization and the project application domain that will provide teams with the context of the project.*

**Project Description**

*Purpose: Please provide a narrative describing the project in the context of your needs and motivation for the project.*

**Project Scope**

*Purpose: Describe what you consider to be the scope of the project in terms of a specific software system to design and deliver, prototypes to develop, technologies to explore, etc. An ideal project will challenge a team of 4 or 5 students to use a broad range of computer science and software engineering skills they have learned. A team of 4 or 5 students will each work on the project about 10 hours per week for the period of the project cycle. It is unlikely that the students will have detailed knowledge of the project application domain, and thus they will develop the necessary domain knowledge during the course of the project. Your organization must provide access to resources necessary for the team to acquire any such knowledge, and time for this must be factored into the project’s scope.*

**Project Challenges**

*Purpose: The challenges in a project are often not apparent to a reader unfamiliar with the project application domain and need to be explicitly stated. Please describe what you believe are the primary technical and non-technical challenges of the project.*

**Constraints & Assumptions**

*Purpose: Please provide a bullet list of any specific assumptions and constraints that the team must adhere to. Include only those things that you consider to be absolute requirements for the project. Technical constraints could be: specific design or implementation methodologies and tools, operating system(s), hardware constraints, software frameworks, communications protocols, industry or your organization's standards, and external systems or interfaces. If you want the team to follow a particular development methodology, state that here. Otherwise, the specific software process methodology each team uses will be part of the discussion between you and the team under the guidance of the team’s faculty mentor.*

**Sponsor-Provided Hardware and Software**

*Purpose: Please list any special hardware or software that you will provide for the team to use on your project. If there will be none, you can just specify None in this section. If the team will be required to use any hardware or software not readily available at no cost to the department, you will need to provide that to the team. This includes software licenses or remote access so that the team can perform all project work. Hardware and software can be a permanent donation to the Department of Computer Science or loaned only for the project duration. For mobile application development, the sponsor will provide the team with any accounts needed for deployment of the application to an app store.*

**Sponsor and Project Specific Deliverables**

*Purpose: Please provide a bullet list of all deliverables that you want from the team to deliver during and at the completion of the project. These can be: implementation code you want delivered in increments or at the end of the project; documents such as, requirements, design, user manual, or installation instructions; additional presentations or training sessions; product deployment; or any other deliverables you believe are necessary for a successful project, and for you to use the system that the team develops.*

**Proprietary Information**

*Purpose: Portions of the project or related information may be proprietary to your organization. In such cases, identify the documents, software, and other artifacts known to be confidential. Senior projects constitute an important element for advancing the students’ career goals and the department’s educational mission. We must protect the students' ability to freely talk about their project work with potential employers or graduate programs. In recognition of that, no more than 25% of the project scope can be classified as proprietary. If no aspect of the project work will be proprietary, please state that in this section.*