EECS 22L: Software Engineering Project in C Language
Lecture 5

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Lecture 5: Overview

- **Course Administration**
  - Completing Project 1
    - Software release
    - Chess tournament
    - Midterm exam
    - Evaluations

- **Project 1 Presentations**
  - Eight teams

Course Administration

- Completing Project 1
  1. **Project Presentations**:
     Lecture slots Tuesday 1/31 and Thursday 2/2
     - 8 minutes, plus 2 minutes Q&A, discussion
     - PowerPoint/PDF, and screenshot or online demo of alpha version
     - By one or two selected team members
     - ➤ *Title page (Team name, product, authors, …)*
     - ➤ *Features and status of your software product*
     - ➤ *Main challenges encountered, lessons learned*
  2. **Software Release**:
     Final delivery due Monday, Feb. 6, 12pm (noon)
     - Binary program and documentation (`Chess_V1.0.tar.gz`)
     - Source code and documentation (`Chess_V1.0_src.tar.gz`)
     - ➤ Refer to posted instructions for details on these packages!

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Course Administration

- Completing Project 1 (cont'd)
  3. **Chess Tournament**:
     Tuesday, Feb. 7, 5pm - 9pm (DBH 1200)
     - Each team supplies 1 player and 1 observer per game
       1. Group round (4 groups, where 4 teams play each other)
       2. Elimination round (winning teams advance)
     - Maximum "thinking" time per player: 10 minutes total
       – Each game lasts max. 20 minutes
     - Games end with *"white wins"*, *"black wins"*, or *"tie"*
     - Bonus points (credited to HW4) awarded for every game
       – Check-mate: winner earns 5 points (0 for the opponent)
       – Tie: both teams earn 2 points
       – Aborted game (illegal move, crash): 0 for team at fault, 2 for opponent
     - ➤ Tournament hosted by TAs
       - ➤ See details on course web page and the "big screen"

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Course Administration

- Completing Project 1 (cont'd)
    4. **Midterm Exam**:
       Tuesday, Feb. 7, 9:30-11am (MDE) and 5-9pm (ELH 110)
       - 3 minute individual *oral exam* by instructor
           - Exams per team with members in alphabetical order
           - Scheduled in parallel to the chess tournament
       ➤ Present *your* contribution to your team's project
         and explain *your* source code (at the computer terminal)
           - Be on time and have your editor open with your code!
       ➤ Oral Exam Questions:
       Q1: *How does your code fit into your team's software program?*
           ➤ What do you provide? What do you depend on?
       Q2: *Which part of your work was the most challenging?*
           ➤ Why? Show your solution!
       Q3: *Few ad-hoc questions on your code…*

Course Administration

- Completing Project 1 (cont'd)
    5. **Peer Evaluation**:
       Wednesday, Feb. 8, 8am – Thursday, Feb. 9, noon
       - Online EEE survey
       ➤ *Mandatory*, individual, confidential!
           ➤ Results will be seen only by the instructor and TAs!
       ➤ Questions:
       Q1: *For all students in your team (including yourself), please
            estimate the effort to project 1 by each team member*
           - Effort includes attendance, participation, communication,
             coding, and documentation.
           - Scale of 1 ("poor") through 5 ("excellent")
       Q2: *Any additional comments on your team's effectiveness?*
           - Optional

Course Administration

- Completing Project 1 (cont'd)
  6. **Midterm Course Evaluation**:
     Wednesday, Feb. 8, 8am – Thursday, Feb. 9, noon
     - Online via EEE Evaluation application
     - Voluntary, anonymous, confidential
     ➢ Help to improve this class!

  7. **Preparation for Project 2**:
     Wednesday, Feb. 8, 8am – Friday, Feb. 10, noon
     - Online EEE survey on Team Preferences

  8. **Start of Project 2**:
     Tuesday, Feb. 14, 9:30am: Lecture 7
     ➢ New topic!
     ➢ New teams!

Project 1 Presentations

- Team Presentations
  – Contents
    ➢ Title page (Team name, product, authors, …)
    ➢ Status of your software product, screenshot or demo
    ➢ Main challenges encountered, lessons learned
  – Organization and setup
    - PowerPoint or PDF, and/or online demo of alpha version
    - By one or two selected team members
    - 8 minutes, plus 2 minutes Q&A, discussion
  – Schedule
    - 8 teams on Tuesday, 8 teams on Thursday
    - Volunteers first, then random order (determined ad-hoc)

Project 1 Presentations

- **Team Presentations**

Team 1:	*AlphaGun*	Team 9:	*CoastGuard247*
Team 2:	*D'licious Pomstars*	Team 10:	*ChessBook*
Team 3:	*DeepBlue*	Team 11:	*Team FBGM*
Team 4:	*The Castling Coders*	Team 12:	*Computermaniacs*
Team 5:	*ChessNut*	Team 13:	*STACK Labs*
Team 6:	*Chessx Mix*	Team 14:	*Cheddar Chess, Inc.*
Team 7:	*Team Doomerangs*	Team 15:	*Onyx Design Group*
Team 8:	*Chess Cobra Co.*	Team 16:	*Chess Nuttz*

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