1 Introduction

Lecturers of the department of Computer Science at the University of Pretoria, require a system to be developed to shuffle teams. The system is going to be used by the lecturers of the Software Engineering module (COS301) to determine teams for the “Rocking the boat” exercise of the Software Engineering module using a set of lecturer defined criteria to select the teams.

2 Project vision and objectives

The system should enable users (lecturers) to build teams, from a list of students, by selecting a set of criteria. This will aid the users in such a way that the users do not have to build the teams manually, which is time consuming. The users can spend their time rather on analysing the results of each “Rocking the Boat” [1] round to change the criteria for the next round more effectively.

3 Project owner

The project will remain the property of the University of Pretoria. The members of the team who accept this project will be members of the CSEDAR research group which is housed in the Computer Science department.

4 Project scope

A first draft of a Requirements specification has been put together by the COS750 - Educational Software, students of 2013. This document will serve as a starting point for the development of the system.


5 Architectural requirements

STORM will initially be presented on a single desktop computer with a web interface. Once the functionality of STORM has thoroughly been tested, it will be deployed on a server. All functionality provided by STORM must be accessible via a browser. A limited functionality mobile device interface may be asked for if time permits.

Further architectural requirements are available on the draft requirements specification that will be made available to the team to whom this project is assigned.

6 Skills requirements

It is assumed that the team members can and will learn the technical skills related to web development and artificial intelligence as required by the project. Team members need to understand that some members will excel in specific areas of the project, but that a coherent team will result in a successful project.

7 Development and Roll-out

7.1 Incremental development

The first draft of the Requirements Specification for the system is already in place. The team needs to use this as a starting point and complete the requirements to the satisfaction of the client. Once the initial requirements have been specified, the team may follow an incremental development approach for the rest of the project.

Basic functionality has to be implemented first. The system design has to provide for modular development of additional functionality. All documentation, test-harnesses, source code and other artifacts required by the COS301 management team are required by the client as well.

7.2 On-site customer

The client, being a members of staff in the Department of Computer Science, are therefore available in the capacity of an on-site customer. It would be preferable for the team to meet on a bi-weekly basis. All team members are required to attend this meeting. Decisions made at these meetings will be minuted and actions need to be taken before the next meeting. These meetings may result in changes to the requirements of the project.

7.3 Intellectual ownership

If successful, the project artifacts should be released into the public/open-source domain by creating a SourceForge project.

References