

Software Engineering 2 (COSC 4P02)

Course Description

The objective is to develop a large-scale software engineering project in a competitive team setting, including creation of complete documentation for a working system.

Credit Hours: 36

Location: WH324

Period: Jan 09, 2023, to Apr 07, 2023

Time: No regular lecture. You'll be notified in advance. Tuesdays: 2:30pm to 4:00pm, Thursdays: 2:30pm to 4:00pm

TAs: Pranjal Chakraborty (kv20kh@brocku.ca), and Brendan Park (bp18ul@brocku.ca)

Prerequisite: COSC 4P01

Recommended Textbooks

- Software Engineering (10e) by Ian Sommerville, ISBN: 9780133943030.
- Software Engineering: A Practitioner's Approach (9e) by Roger S. Pressman, ISBN: 9780078022128.

Project

- The goal of the course is to develop a software application to use in production.
- You will form your group with 5 to 8 members.
- During the semester, the group members will work together to develop a full functional software product, from concept (understanding the project and its requirements) to actual implementation and will generate a series of reports and presentations.
- Method: Scrum
- Platform: Windows, Linux, Mac, Android, IOS, ...
- Language: Java, C#, C++, Python or whatever works better for your particular project.
- You will tackle various stages of software development based on the chosen topics.
- It's possible for multiple groups to work on the same project, and students can propose and implement their own ideas, provided that they present a detailed proposal for them and that the ideas are not overly simplistic.

Project Ideas

Museum Assistance Application

- Virtual Reality (VR) or Augmented Reality (AR) based.
- Interactive maps and interactive timeline.

Interactive online game for Selective Mutism Foundation

- Contact Dr. Bork (pbork@brocku.ca) for ideas to integrate.

Office hours

- Monday to Friday 8:00 am to 5:00 pm
- Offline questions: by email
- Online session: by appointment

