

# Project Report

## My product name

Group X



# Project Report

My product name

by

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# 1

## Introduction

**GitLab link:** . . .  
**Screencast link:** . . .

Your text goes here!

Anyone: Introduce us to your software: Explain what your software is about, its goal, and its list of features. Make sure everyone can understand its usefulness. Do not forget to add a link to your code repository and a link to a two minutes demo video, in the blue box above. All in all, sell your software well, both in the video and in this chapter! But remember: less is more ;)

Anyone: On citing sources (as with all TODO notes, please remove this text before submitting):

This is an example literature reference, from `main.bib`: [1].

This is an example footnote reference (useful for websites): <sup>a</sup>.

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<sup>a</sup><https://google.com>, last accessed 01/01/1970.

# 2

## Software Development Process

Your text goes here!

Anyone: Explain the final software development process used by your team. Explain each of your decisions and how it evolved over time, e.g., show how your kanban looks like, how you conducted your retrospectives, the main action points from the retrospectives and how much you were able to apply them, how software quality is part of your process, etc. In addition, discuss the main points that emerged in your retrospective meetings, and what you, as a team, have changed in your process throughout the time. An example of how this can look is provided below (replace it with your own and write one for every retrospective you do). Please remember also in this chapter: less is more!

### 2.1. Retrospectives

#### 2.1.1. Example Week

##### 2.1.1.1. Positive Points

- Nice communication.
- We delivered all the features we promised!

##### 2.1.1.2. Negative Points

- One story was not well estimated. **Action point:** re-discuss this story in the next sprint planning.
- We lacked day-to-day communication. **Action point:** create a WhatsApp group.

# 3

## Requirements Engineering

Your text goes here!

Anyone: Explain how you collected requirements and how they evolved over time. Briefly discuss the challenges you faced when doing requirements engineering. Please remember also in this chapter: less is more!

### 3.1. Showcase Material

Anyone: Here, please add the two/three most relevant user stories/use cases, activity diagrams, sequence diagrams, etc, that you've written.

# 4

## Software Architecture

Your text goes here!

Anyone: Describe the architecture of your software. What are the most important architectural and design decisions? Did you use any design patterns? Feel free to use any diagrams you learned (use cases, class diagram, sequence diagram) or to explore new ones. A good suggestion is to explore the book that our MSc students write every year about various open source systems (see <https://delftswa.gitbooks.io/desosa-2017/content/> and <https://delftswa.gitbooks.io/desosa2016/content/>). Please remember also in this chapter: less is more!

# 5

## Software Testing

Your text goes here!

Anyone: Explain how your testing process went. Explain your main testing strategies. How did you come up with tests? How many tests have you done? Did you build any models (e.g., decision tables, state diagrams) to support your testing? Please remember also in this chapter: less is more!

### 5.1. Coverage

Anyone: Provide a coverage report here, e.g. through means of a screenshot. Discuss its results and how to improve it, e.g., explain why some classes are not covered.

### 5.2. Overview of Tests

Anyone: Fill in the given table with all the tests (either automated or manual) and the team member that created it.

Table 5.1: Overview of all tests, automated or manual, written and/or executed by the team

Short Test Description	Type	Team Member
Example test: Assert that the app calculates the score correctly when answered correctly	automated	Alice Smith
...	...	...



# 6

## Reflection and Adaptation

Anyone: Write a personal reflection on what software engineering is about, how this course helped you to understand more about it, and what should be your next steps to become a great software engineer! Keep it concise ;)

### **6.1. Student name 1**

Your reflection goes here!

### **6.2. Student name 2**

Your reflection goes here!

### **6.3. Student name 3**

Your reflection goes here!

### **6.4. Student name 4**

Your reflection goes here!

### **6.5. Student name 5**

Your reflection goes here!

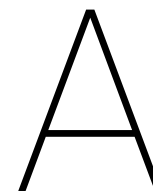
# 7

## Conclusion

Your text goes here!

Anyone: What's your vision for the future of your product? What features would you add if you could spend another quarter on this? Would there be any parts that you would redesign? Conclude the report as a group (not individually).

# **Appendices**



## Supporting Material

Anyone: You are allowed and encouraged to add screenshots and/or supporting visualizations to your report! If you feel that certain material does not fit in the main report but that it should be provided to the TAs for consideration, place it here, in the appendix, and refer to it from the main report.

# Bibliography

- [1] Mauro Pezze and Michal Young. *Software Testing and Analysis: Process, Principles and Techniques*. John Wiley & Sons, 2008. ISBN 9780471455936.