Frontpage

Contents

1	Statement of the problem	1
	1.1 Detailed statement of the problem	1
	$1.2 Motivation \ldots \ldots$	1
	1.3 Goals	1
	1.4 Skills baseline	2
2	Background to the problem 2.1 Commercial background 2.2 Scientific background 2.3 Technical background	3 3 4 4
3	Conclusion: Feasibility Assessment	5
A	List of Group Members	7
в	Minutes of Meeting	8

Abstract

The document must have three separate pages: a title page, giving the date, group name, project title and *all project member names*. After this there must be a contents page, followed by an abstract on a third separate page which summarizes the contents of the document (1-2 paragraphs).

Chapter 1

Statement of the problem

You must describe the problem chosen.

1.1 Detailed statement of the problem

A description of the problem, in significantly greater detail than the description handed out in the project list. You must provide your own thoughts and interpretation of the problem. This section should include all the new information you have obtained by talking to your project provider.

1.2 Motivation

Explain why you chose this project. Why is it important for the group? Does it enhance job skills? Does it satisfy some interests?

1.3 Goals

A reflective analysis of your own project choice. What do you hope to achieve with this project choice in terms of:

- (a) personal goals
- (b) career goals
- (c) educationally goals, i.e. what will you learn?

1.4 Skills baseline

What skills do you have in your group? Are there individuals with specialist skills? Will you need to learn any new skills? How will you learn these?

Chapter 2

Background to the problem

This section should be a study of examples of the type of system that you intend to build. Your study will be based on a literature survey (books, magazines, trade newspapers) and a web search. One aim of this study is to compile a list of possible product features that can be used to steer Phase 2, the user requirements phase. You should give extensive *references* to all sources of information that you use, such as books, URLs etc.

2.1 Commercial background

(Appropriate for a commercial or "saleable" product including a prototype.) What commercial products exist similar to your own? (You can include freeware, shareware, web applications etc.) Who makes them? What do they cost? Who buys them? Are they for computer experts or beginners? Are they national or international? What skills does a typical user have? Is the market mature or immature? Again, you should give extensive *references* to all sources of information that you use, such as books, URLs etc.

What is the "best available product" of this type. Why is it best? What *features* make it the best? You may be able to consult industry analyst reports produced by such companies as Gartner Group. How many of these features could you realistically implement in your own product given the time available? What features could be classified as (a) economy (or student) version, (b) standard version, (c) deluxe (or enterprise) version.

Expect to use a web search, magazines and trade newspapers extensively here.

2.2 Scientific background

(Appropriate for a research or experimental application.) If you have a research-oriented project there may be little or no commercial literature available. This might be the case if your project provider is a teacher or researcher at KTH. In this case you will need to use course notes, research journals, conference proceedings and library books extensively.

What algorithms and data structures might be needed for the project? What research subjects are related to this project? What are *the minimum number of features* needed to make a viable tool or demonstrator? What could a commercial product look like in the distant future? Are there research experts at KTH or elsewhere in this subject? Can you contact them for information?

Can you classify features according to an (a) economy (or student) version, (b) standard version, (c) deluxe (or enterprise) version. If not, how else could you classify them?

2.3 Technical background

In this section you should estimate what platform(s), operating system(s) and programming language(s) would be appropriate. Can you use any commercialoff-the-shelf (COTS) products to solve parts of the problem? e.g. a commercial database, spread-sheet front end, web browser interface etc. What licenses for COTS products are available at KTH and what licenses will your end user provide? Can you use application generator tools, e.g. Yacc, Lex, Javacc or component libraries e.g. Swing?

Chapter 3

Conclusion: Feasibility Assessment

In this section you need to draw conclusions about the feasibility of your project, based on the time and work force available, the level of ambition of your project (based on project features), and the skill set available in your group. At this early stage you should already be able to identify the most significant risks of your project, and this information will later be extended to a more detailed risk analysis. [1]

Bibliography

[1] Ian Sommerville. Software Engineering. Addison-Wesley, 9 edition, 2011.

Appendix A List of Group Members

The PPD must contain an appendix with the list of all group members, their personal numbers (personnummer) and their e-mail addresses (for my records). The Appendix must list all the job roles used in the project, and for each adopted job role the name (or names) of individuals with that responsibility.

Appendix B Minutes of Meeting

You must submit a set of the most recent minutes as an appendix at the end of each project deliverable (PPD, URD, SRD, ADD).