

# 01/11: Capstone Overview

## The Capstone Experience

Dr. Wayne Dyksen

Department of Computer Science and Engineering  
Michigan State University

Spring 2016



*From Students...  
...to Professionals*

# Capstone Overview

---

## ➤ Course Logistics

- Client Projects
- Course Logistics (Continued)

# CSE 498, Collaborative Design

- “The Capstone Experience”
- Instructors
  - Dr. Wayne Dyksen (“Dr. D.”)
  - Angie Sun
- Class Meetings  
MW, 3:00-3:50pm, 2243 EB
- Syllabus
- Web Site
  - [capstone.cse.msu.edu](http://capstone.cse.msu.edu)
  - Check it often.



# Course Goals

(1 of 3)

- Give You Experience
  - Real World (As Possible)
  - In Corporate Setting
- Start Your Transition
  - From Student...
  - ...To Professional



# Course Goals

(2 of 3)

- Teams of Students
- Build Significant Software System
  - Design
  - Develop
  - Debug
  - Document
  - Deliver
- For Corporate Clients
- In 15 (Short) Weeks



# Course Goals

(3 of 3)

- Build a Significant Software System
- Work in a Team Environment
- Learn New Tools and Environments
- Build and Administer Systems
- Develop Your Communication Skills
- Develop Interview Talking Points
- Learn to Do Stuff on Your Own
- Etc...



# Project Deliverables

---

- Project Plan Document & Presentation
- Alpha Presentation
- Beta Presentation
- Project Software & Documentation
- Project Video
- Design Day

See [Major Milestones](#).



# All-Hands Meetings

## Presentations By

- Dr. D.
- Angie
- Teams
  - Status Reports
  - Formal Presentations
    - Project Plan
    - Alpha
    - Beta
  - Project Videos
- Guest Speaker(s)





# All-Hands Meeting Agendas

01/11: Capstone Overview  
01/13: Project Plan  
01/18: (Martin Luther King Day, No Meeting)  
01/20: Risks and Prototypes  
01/25: Team Status Report Presentations  
01/27: Schedule and Teamwork  
02/01: Team Project Plan Presentations  
02/03: Team Project Plan Presentations  
02/08: Team Project Plan Presentations  
02/10: Team Project Plan Presentations  
02/15: Resume Writing and Interviewing  
02/17: Creating and Giving Presentations  
02/22: Team Alpha Presentations  
02/24: Team Alpha Presentations  
02/29: Team Alpha Presentations  
03/02: Team Alpha Presentations  
03/07: (Spring Break, No Meeting)  
03/09: (Spring Break, No Meeting)

03/14: Team Status Reports  
03/16: Team Status Reports  
03/21: Design Day and the Project Videos  
03/23: Camtasia Demo  
03/28: Intellectual Property  
03/30: Ethics and Professionalism  
04/04: Team Beta Presentations  
04/06: Team Beta Presentations  
04/11: Team Beta Presentations  
04/13: Team Beta Presentations  
04/18: Status Reports  
04/20: Status Reports  
04/25: Project Videos  
04/27: Project Videos and All Deliverables  
04/28: Design Day Setup  
04/29: Design Day  
05/04: Project Videos



# Urban Science Capstone Lab

- 3352 EB
- Door Lock
  - Electronic Keypad
  - Code = #####
  - Do Not Give Out to Other Students
- Systems
  - Four PC's per Team
    - One Dell Rack-Mounted Server
    - Three Development Machines
      - ❖ Two 27" iMacs
      - ❖ One 13" MacBook Pro (Optional)
  - Team 100% Responsible
    - Building
    - Maintaining
    - Securing
    - Backing Up
- Books
- WiFi
  - SSID: CSE498, CSE498 5MHz
  - Key: ???????
- Conference Area
  - Team Meetings
  - Client Conference Calls
  - Google [Conference Calendar](#)
- Appliances
  - Water Cooler/Heater
  - Whirlpool Refrigerator (with Ice Maker)
  - Microwave
  - Keurig Coffee Maker
- Lockable Storage
  - One Drawer Per Team
  - Assigned and Labeled
  - Obtain Keys from CSE Office



# Scheduled Lab Times

- No Formal Lab Sessions
- “Credit” for Scheduled Weekly Meetings
  - Team Meetings
  - Client Conference Calls
  - Triage Meetings with Angie
- Meeting Times TBA With
  - Team
  - Client
  - Angie
- Students must be available to meet.



# Capstone Overview

---

✓ Course Logistics

➤ Client Projects

- Course Logistics (Continued)

# Team / Project Generalities

---

- Clients
  - Vary in Size and Type
  - Client contacts/mentors are “volunteers”.
- Team Contact Person
  - Picked By Team
  - Main Point of Contact for Client



# Team / Project Generalities

---

- Project Types
  - All Significant Software Development
  - Vary in Specifics
- Project Level of Difficulty
  - Hard Enough
  - But Not too Hard
- Deliverable
  - To the Client
  - By the Due Date



# Team / Project Generalities

- Challenges
  - Very Short, Unforgiving Time Line
  - Client Contact
  - Team Dynamics
  - Project Plan (in Three Weeks)
  - Entirely New...
    - Languages
    - Environments
    - API's
    - SDK's
    - Processes
    - Protocols
    - Etc.
  - Project Management
  - Etc...





# Project Specifics

- Vary
  - Type
  - Current State of Specificity
- Challenge
  - Connect with Client
  - “Nail Down” the Project
    - Hard Enough
    - Not too Hard
    - Avoid Feature Creep
  - Course Feature, Not Bug





# Project Teams

- Team Amazon
- Team Auto-Owners
- Team GE
- Team GM
- Team MSUFCU
- Team Quicken Loans
- Team Spectrum Health
- Team TechSmith
- Team Union Pacific
- Team Urban Science
- Team Whirlpool
- Team Yello

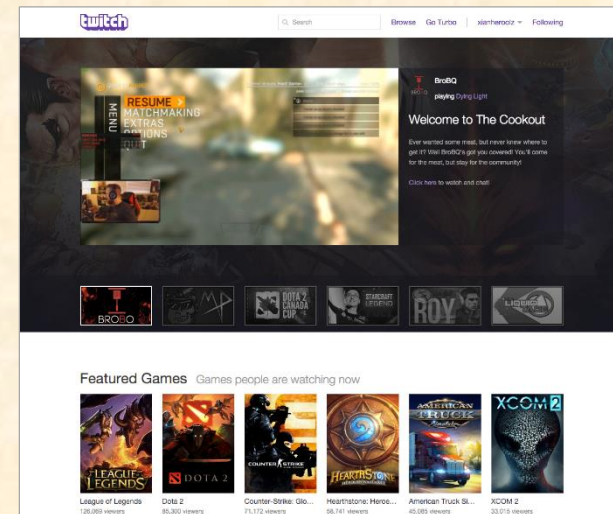


# Team Amazon

## Project Overview

### Twitch.tv Comment Ranking and Smart Advertisements

- Functionalities
  - Provide Comment Ranking and Smart Advertisements
  - For Twitch.tv
  - Via Web browser extension
- Features
  - Analyze Chat and Audio Stream
  - View Top Comments in a Stream
  - Up-Vote Liked Comments
  - Link to Amazon Products
  - Pause Scrolling Chat on Hover
- Technologies
  - Amazon Web Services RDS
  - AWS EC2 Xen HVM domU (18 cores, 60GB RAM)
  - CMU Sphinx
  - C++ / PHP / JavaScript / HTML / SQL / CSS / JSON



Seattle, Washington  
Detroit, Michigan



# Team Auto-Owners

## Project Overview

### Catastrophic Claims Unit Mobilization

- Functionalities
  - Manage Cluster of Insurance Claims
  - After Catastrophic Weather Event
  - On Location
- Features
  - Support Remote Use by Mobile Claims Units
  - Provide Spatial Mapping Tools
    - Plot Locations of Actual Claims
    - Predict Locations of Potential Claims
    - Categorize Areas for Probability of Severe Damage
  - Visualize Weather Data
    - Gather from NOAA
    - Integrate with Locations of Policy Holders
    - Filter Locations Interactively
  - Include Administrative Web App
    - View Claims Summaries
    - Generate Reports
- Technologies
  - Apple iPads and iPhones (iOS) / Swift or Objective-C
  - Google Android Tablets and Phones / Java
  - CSS / HTML / JavaScript
  - NOAA Weather Events Service
  - Database Technologies



Lansing, Michigan



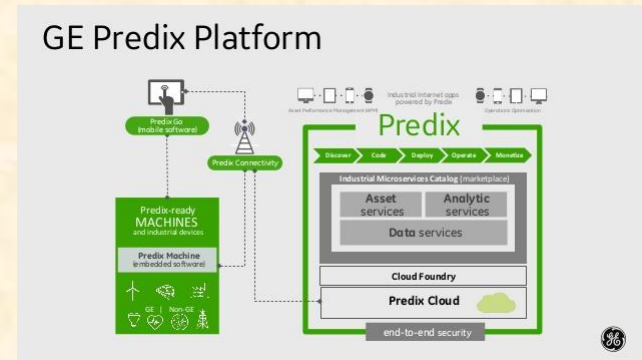
# Team GE

## Project Overview

### Cloud Management Portal

- Functionalities
  - Provide Simple Cloud Management Portal
  - For Big Data and Analytics
  - Accessible to All GE Businesses
- Features
  - Provide Dashboard Views
    - Operational
    - Cost
  - Utilize Existing APIs from Multiple Cloud Vendors
  - Leverage GE's
    - Predix Big Data and Analytics Framework
    - IIDx, Industrial Internet Design Framework
  - Ensure Responsive Web Design
- Technologies
  - Scalr Cloud Management Platform
  - CHEF / CHEF Server
  - GE's Predix and IIDX
  - CSS / HTML / JavaScript / AngularJS
  - Ruby

### GE Predix Platform



Milwaukee, Wisconsin  
Detroit, Michigan



# Team GM

## Project Overview

### IT Advocate Live Help

- Functionalities
  - Connect GM Technology Experts
  - With GM Employees Seeking Help
  - Via Live Chat Technologies
- Features
  - Ensure Excellent User Experience
    - Gather Problem Information
    - Offer Self-Help Resources to Help-Seekers
    - Match Help-Seeker with Nearest Expert
  - Provide Self-Management for Experts
    - Create and Edit Own Profile
    - Specify Skills and Location
    - Indicate Available Methods of Chatting
  - Handle Various Chat Technologies
    - Skype for Business
    - Both Voice and Video Phone Calls
- Technologies
  - Apple iPads and iPhones (iOS)
  - Google Android Tablets and Phones
  - Java /Swift / Objective C or Xamarin / .NET
  - Microsoft SQL Server
  - Microsoft Active Directory / Exchange
  - RESTful Web Services



Detroit, Michigan  
Warren, Michigan





# Team MSUFCU

## Project Overview

### Money Smash Chronicle

- Functionalities
  - Educate Customers About Basic Financial Information
  - By Playing an Online Game
  - Appealing to Wide Range of Ages
- Features
  - Model After Candy Crush
    - Candy → Denominations of Currency
    - Obstacles → Bills with Due Dates
    - Score → Money Saved
    - Life Events → Car Repair, Medical Expense, Etc.
  - Design UX so Easy-to-Learn But Difficult-to-Master
  - Support Apple and Android Devices Natively
  - Provide Administrative Website
- Technologies
  - Apple iPads and iPhones (iOS) / Swift or Objective-C
  - Google Android Tablets and Phones / Java
  - CSS / HTML / JavaScript / JQuery / PHP
  - WebGL (Web Graphics Library)
  - MySQL with Encryption



# Team Quicken Loans

## Project Overview

### Game of Loans

- Functionalities
  - Educate Customers on the Loan Process
  - By Playing an Online Game
- Features
  - Implement as Web-Based Single Player Game
  - Take Player Through Mock Mortgage Process
  - Pursue Goal of Closing As Many Mortgages as Possible
  - Handle Three Main Actions
    - Opportunity Knocks
    - Property Hunt
    - Loan-in-Progress
  - Track Three Statistics
    - Income
    - Assets
    - Credit
- Technologies
  - Game Design
  - CSS / HTML / JavaScript
  - Database Technologies (MongoDB or NoSQL or SQL Server)



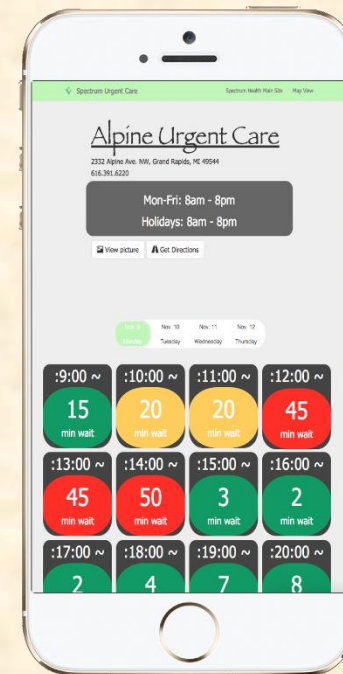
**Quicken Loans®**  
Engineered to **Amaze®**  
Detroit, Michigan

# Team Spectrum Health

## Project Overview

### Mobile Rounding App

- Functionalities
  - Improve Patient's Hospital Experience
  - Maximize Use of Provider's Time
  - Via Mobile App
- Features
  - Implement Secure Provider/Patient Messaging
  - View and Track Patient Care Plan
  - Offer Educational Materials
  - Provide Administrative Web App
    - Manage Patients and Providers
    - Create and Edit Care Plans
    - View and Respond to Messages
- Technologies
  - CSS / HTML / JavaScript / AngularJS
  - Microsoft ASP.NET / C#
  - Microsoft IIS 7.5
  - RESTful Web Services



Grand Rapids, Michigan





# Team TechSmith

## Project Overview

### Cloud Based Video Face Tracking

- Functionalities
  - Track Faces in Video
  - Applying Effects (Like Blurring)
  - Using Cloud Computing
- Features
  - Support Login, Identity and Access Control
  - Provide Web-Based Video Editing
    - Support Both Automatic and Manual Detection
    - Control Effects
      - ❖ Specify on Per Face Basis
      - ❖ Adjust Size, Location and Duration
    - Render New Video with Effects Applied
    - Include
      - ❖ Quick Previewing
      - ❖ Trimming and Editing Segments Out
      - ❖ Silencing Audio
  - Enable Uploading to YouTube
  - Build on Microsoft Azure Cloud Platform
- Technologies
  - FaceTracker
  - OpenCV
  - ModernCPP
  - CSS / HTML / JavaScript
  - RESTful Web Services
  - Microsoft C#/.NET
  - Microsoft Azure
  - Microsoft Azure Active Directory



 TechSmith®

Okemos, Michigan

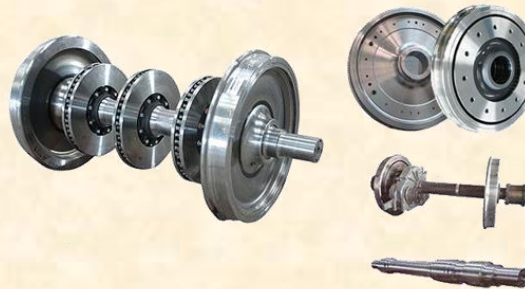


# Team Union Pacific

## Project Overview

### Oculus Rift Inspection and Training Tool

- Functionalities
  - Inspect and Learn About
  - Virtual 3D Objects
  - Using Oculus Rift
- Features
  - Provide Three Modes
    - Free-Form Inspection
    - Scripted Movie
    - Task-Oriented / Scenario-Based
  - Support
    - Move, Rotate and Zoom
    - Sub-Component Viewing
    - Exploded View
  - Play Animations of Object's Functionality
  - Handle Multimedia Overlays
  - Focus on Railroad Objects (but Handle Any)
- Technologies
  - Oculus Rift
  - Unity 3D



BUILDING AMERICA®

Omaha, Nebraska  
Okemos, Michigan



# Team Urban Science

## Project Overview

### Optimizing Car Dealership Inventory

- Functionalities
  - For Dealers
    - Maintain Inventory of Most Desired Makes and Models
    - Via Web App
  - For Customers
    - Shop for Desired Make and Model
    - Via Mobile App
- Features
  - For Dealers
    - Accept Various Inputs and Constraints
    - Determine Optimal Dealership Inventory
    - Support All Modern Web Browsers
  - For Customers
    - Browse Dealer's Inventory
    - Locate and Purchase Desired Make and Model
    - Support Both Apple iOS and Google Android Devices
- Technologies
  - Apple iPads and iPhones (iOS) / Swift or Objective-C
  - Google Android Tablets and Phones / Java
  - CSS / HTML / JavaScript / PHP
  - Microsoft SQL Server
  - Microsoft Visual Studio



URBAN SCIENCE.

Detroit, Michigan

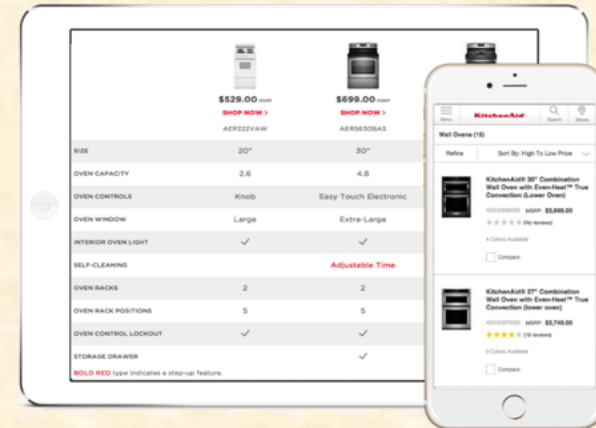


# Team Whirlpool

## Project Overview

### Mobile Whirlpool Product Catalog

- Functionalities
  - Provide Access to Whirlpool Product Information
  - For Trade Partners' Sales Associates (Home Depot, Lowes, Etc.)
  - Via Mobile Devices
- Features
  - Duplicate Whirlpool's *Web World* Functionality
  - Support Apple iOS and Google Android Devices
  - Show Complete Product Information
    - Images and Dimensions
    - Key Features
    - Related Products
    - Etc.
  - Compare Product Features
  - Implement Sharing with Customers
    - Text
    - Email
  - Store Login Credentials
  - Optimize for Minimal Latency
  - Provide Simple Analytics
- Technologies
  - Apple iPads and iPhones (iOS) / Swift or Objective-C
  - Google Android Tablets and Phones / Java
  - RESTful Web Services
  - SAP Integration
  - Google Analytics



Benton Harbor, Michigan





# Team Yello

## Project Overview

### Syncing Mobile Data Without Internet Connectivity

- Functionalities
  - Synchronize Data Wirelessly
  - Between Tablets at Career Fair
  - Without an Internet Connection
- Features
  - Support
    - Both iPad and Android Tablets
    - At Least Five Simultaneous Devices
    - Any Data Model
  - Provide
    - Simple API for Developer
    - Easy Device Setup for Non-Technical User
  - Create Two Sample Apps
- Technologies
  - Apple iPads (iOS) / Swift or Objective-C
  - Apple Xcode
  - Google Android Tablets / Java
  - Android Studio
  - WiFi Direct, Multipeer Connectivity, Bluetooth



*yello*  
Chicago, Illinois



# First Assignments

---

- Read the Syllabus.
- Check out the Lab (3352 EB).
  - See if you can find it.
  - See if you can get in.
- Check out the Web Site.
- Research your Project.
  - Client
  - Technologies



# What's Next?

- Teams
  - Assignments by Email Tonight
  - Meet Initially by Tomorrow Afternoon
  - Lab Machine Assignments in Lab
  - Start Configuring Lab Machines
  - Team Photos
    - Wednesday 01/13, After All-Hands Meeting
    - Dress Casual (But Appropriate)
- Client
  - Contact by Email by Tomorrow COB (Close of Business)
  - Conference Call or On-Site Meeting by Friday
  - Review Project Proposal

# Capstone Overview

---

✓ Course Logistics

✓ Client Projects

➤ Course Logistics (Continued)



# Urban Science Capstone Lab Machines

- Four Per Team
  - One Rack-Mounted Dell Server
    - Connected to the Outside World
    - Keep Secure
  - Two 27" iMacs (Just Upgraded to 32GB RAM)
  - One 13" MacBook Pro (Optional)
- Operating Systems on iMacs and MBPs
  - Run OS X Yosemite
  - Install VMware Fusion (from [here](#))
  - Create Virtual Machines As Needed
    - Windows Vista, 7, 8, 10 (!Windows XP)
    - Linux



# Capstone Lab Miscellany

(1 of 2)

- Security
  - Keep lab doors closed.
  - Do not open doors for strangers
  - Do not give out door key code to others.
  - Do not invite non-capstone students to work in the lab with you.
  - Email Dr. D. if door becomes unlocked.
- Wireless
  - SSID: CSE498
  - Key: ??????
- Coffee
  - Some Provided by Dr. D.
  - Bed, Bath & Beyond (Get 20% Off Coupon)
- Game Playing / Video Watching
  - Not On Monitors Facing Hallway
  - Not If Other Team Members Need Machine



# Capstone Lab Miscellany

(2 of 2)

- Wires, Cables and (Black) Grommets
  - Do not “maniac” them.
  - Do not play with the (black) grommets.
- Keep the lab neat and clean.
  - Lived In, Okay.
  - Messy, Not Okay.
- Respect other teams’ spaces.
- Garbage Containers
  - Empty the small one by the coffee maker into a larger one.
  - Put larger ones out in the hall at night if near full.
  - Put back in the lab in the morning.
- Turn the lights out if you’re the last one out.
- Be careful with cabinet drawers; don’t “maniac” them.



# Mobile Devices Available

---

- For Capstone Project Use
- By Team for the Semester
- iOS
  - 4 iPads
  - 1 iTouch
- Android
  - 1 Tablet
  - 1 Phone
- Surface Pro 3

# Expectations & Workload

---

- Extremely High For Both
- Your MSU Career Capstone
- Addition to Your Personal Portfolio
- Experience Viewed Like an Internship
- Interview Talking Points
- Leverage Into a Job Offer



# Schedules

- Schedules > All-Hands Meeting

- Schedules > Major Milestones

- 01/25: Status Report Presentations
- 02/01: Project Plan Presentations
- 02/22: Alpha Presentations
- 04/04: Beta Presentations
- 04/25: Project Videos
- 04/27: All Deliverables
- 04/28: Design Day Setup
- 04/29: Design Day

- Attendance is required.
- No excuses are accepted.
- Do not schedule anything including during these times interviews, travel home, etc.
- Will coordinate with your interviews.



# Meeting Attendance

- Required
    - All-Hands (Class) Meetings
    - Team Triage Meetings
  - 5% of Final Grade
  - Late == Absent
  - Almost No Excuses Accepted
    - One or Two Excused Possible for Interviews
    - Must Provide Information
      - Date, Company, Recruiter Name & Contact Info
      - In Advance
      - To Both Dr. D. and Angie
  - Must Attend (No Excuses Accepted)
    - Your Team Presentations
    - All Project Video Viewing
    - Design Day
- Do NOT schedule interviews.  
Do NOT schedule ANYTHING.  
Do NOT buy plane tickets.





# Team Organization

---

- Up to Each Team
- Organize into Roles
  - Client Contact
  - Program Manager
  - Developer
  - Tester
  - Systems Administrator
  - Etc...
- Everyone Must Make Technical Contributions





# Team Dynamics

---

- Key to Success
- Significant Component of Course Grade
- Address Problems Immediately
  - Within Team
  - With Dr. D. and/or Angie
- Be Ready to Discuss During Interviews



# Grading

(1 of 3)

• Team (70%)	
▪ Project Plan Document & Presentation	10
▪ Alpha Presentation	10
▪ Beta Presentation	10
▪ Project Video	10
▪ Project Software & Documentation	25
▪ Design Day	<u>05</u>
▪ Total	70
• Individual (30%)	
▪ Technical Contribution	10
▪ Team Contribution	10
▪ Team Evaluation	05
▪ Meeting Attendance	<u>05</u>
▪ Total	30



# Grading

(2 of 3)

- Final Grade Sum Of...
  - Individual Total
  - % of Team Total Based on Team Contribution
- Grand Total =  
$$\begin{aligned} &(\text{Individual Total}) \\ &+ \\ &(\text{Team Total}) * (\text{Team Contribution}) / 10.0 \end{aligned}$$
- *Nota Bene*: Your Team Contribution will have a very significant effect on your final grade.



# Grading

(3 of 3)

- We reserve the right to make changes with sufficient notice.
- No special consideration will be given for final grades including but not limited to
  - status in any academic program including CSE,
  - financial aid,
  - rank in the armed forces,
  - job,
  - graduation,
  - mortgage,
  - wedding,
  - visa status,
  - or anything else.



# Integrity of Scholarship

- MSU's policies will be enforced.
- Individual and team work must be original.
- Violators...
  - ...will be referred to the appropriate deans.
  - ...may receive a grade of F in the course.



# IP & NDA's

- IP: Intellectual Property
  - By Default, Owned by You
  - Client May Request
    - Right to Use
    - Assignment of Ownership
    - Etc.
- NDA: Non-Disclosure Agreement
  - May Be Required by Client
  - You will...
    - ...respect/protect intellectual property.
    - ...respect/protect source code.
    - ...etc.
- Normally Not an Issue
- Use MSU Agreements
- Always Contact Dr. D. Before Signing Anything



# Using Resources

- Ok For “Help”
  - People
    - Past Capstone Teams
    - Other Capstone Teams
    - Faculty Members
  - Articles
  - Sample Code
  - Etc...
- Not Ok For “Entire” Project
- If Unsure, Ask Dr. D. and/or Angie



# Using Existing Code

- Ok
  - Examples
  - Prototypes
  - Open Source Code
    - Fragments
    - Libraries
    - Utilities
- Not Ok
  - Vast Amounts of Your Project
  - Not Open Source
- Ask Client in Advance
- Document and Report All Existing Code Used
- Be Careful!
- If Unsure, Ask Dr. D. and/or Angie and/or Your Client





# Design Day

- College of Engineering Event
  - Engineering Building
  - Friday, April 29, 2016
- Displays (Booths) of Design Projects
  - CSE Capstone
  - ECE Capstone
  - ME Capstone
  - Etc...
- Presentations and Awards
  - Panel of Judges
  - CSE Team Project Videos



# VISA

---

- Verified Individualized Services and Accommodations
- Let us know immediately.
- We will work with you.



# Office Hours

---

- Any Time...
  - Visit: 3149 EB
  - Call: 353-5573
  - Email: ([dyksen@cse.msu.edu](mailto:dyksen@cse.msu.edu))
- Make Appointment



# Capstone Overview

---

✓ Course Logistics

✓ Client Projects

Questions?

✓ Course Logistics (Continued)



# What's ahead?

(1 of 4)

- Team Photos
    - Informal: After Meeting Today
    - Formal: After Each Project Plan Presentation
  - Setup
    - Team Machines
      - Dell Server (Ask Angie)
      - Apple iMacs, MacBook Pro (Optional)
    - Team Software
      - Microsoft Office
        - ❖ Word and PowerPoint
        - ❖ Microsoft Windows Version
      - Web Server
      - Code Repository
      - SDK's
      - Etc.
- Required.  
Get from Angie.
- 



# What's ahead?

(2 of 4)

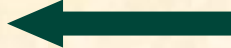
- All-Hands Meetings
  - ~~M, 01/11: Capstone Overview~~
  - ~~W, 01/13: Project Plan~~
  - M, 01/18: (Martin Luther King Day, No Meeting)
  - W, 01/20: Risks and Prototypes
  - M, 01/25: Status Report Presentations
  - W, 01/27: Schedule and Teamwork
  - M, 02/01: Team Project Plan Presentations
  - W, 02/03: Team Project Plan Presentations
  - M, 02/08: Team Project Plan Presentations
  - W, 02/10: Team Project Plan Presentations





# What's ahead?

(3 of 4)

- Team Status Report Presentations
  - [PowerPoint Template](#)
  - Due 4:00 a.m., Monday, January 25
  - 2 Weeks  Panic!
  - Email to Dr. D.
    - Subject: Team <Company Name>: Status Report  
Subject: Team Auto-Owners: Status Report
    - Attachment: team-<company-name>-status-report-presentation.ppt  
Attachment: team-urban-science-status-report-presentation.ppt
- Dr. D. Will Combine Into Single PowerPoint
  - To Speed Things Up During Meeting
  - Do NOT Modify Master Slide
  - Must Use Windows Version of Microsoft Office
- Each Team Presents
  - Using Dr. D.'s Laptop
  - At Most 5 Minutes (Rehearse Timing)
  - Single or Multiple Presenters (Your Choice)



# What's ahead?

(4 of 4)

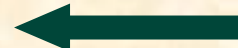
- Project Plan Presentations

- PowerPoint Template

- Download Now
    - Read the Read Me Slide (Over and Over and Over...)

- Submission

- Both Project Plan Document and PowerPoint Slide Deck
    - Due 4:00 a.m., Monday, February 1
    - See Submission Instructions in Template

 Panic!

- Presenting

- 3 Teams Per Meeting Over 4 Meetings
    - Schedule Posted Sunday Evening
    - Strict 15 Minute Time Limit
    - Use Team Member Laptop
      - ❖ Bring Power Cord
      - ❖ Test In Meeting Room (in Advance)
    - Rehearse
    - 5% of Final Grade
    - Business Casual Dress

- Formal Team Photos

- Immediately Following Meeting
    - In Capstone Lab

- Schedule Conflicts

- Only for Interview Trips
    - Notify Dr. D. Well In Advance



# 01/25: Team Status Reports

## The Capstone Experience

Dr. Wayne Dyksen

Department of Computer Science and Engineering  
Michigan State University

Spring 2016

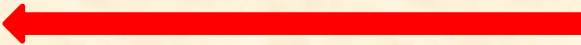


*From Students...*  
*...to Professionals*

**Delete this slide.**

# Instructions

(Delete this slide before submitting.)

- Required Template
  - Do not edit the master slides.
  - Do not change the organization or number of slides.
  - Make your presentation fit within these four slides.
- Content
  - For the slide titles, replace <Company Name> with your company name as in “Team Auto-Owners”.
  - All presentations will be posted on the course web site so do not include company confidential information or anything that your client would not want posted.
  - Delete this slide from the presentation.
- Presenting
  - The order of the presentations during our meeting will be team numerical order.
  - The time limit for your presentation is 5 minutes, which will be strictly enforced. Practice your presentation to ensure that you will finish within the allotted time.
- Submission by Email  **Read this carefully.**
  - All presentations are due via email to me by 4:00 a.m., Monday, April 25.
  - For subject, use “Team <Company Name>: Status Report” as in “Team Urban Science: Status Report”.
  - Attach the PowerPoint source file named “team-<company-name>-status-report-presentation.pptx” as in team-auto-owners-status-report-presentation.pptx.



# Team <Company Name>

## Status Report

(1 of 4)

### <Project Title>

- Project Description
  - Description Point 1
  - Description Point 2
  - Description Point 3
  - Description Point 4
- Project Plan Document
  - Status Point 1
  - Status Point 2
  - Status Point 3
  - Status Point 4

Include status information.  
What's the status of your project plan document?  
Have you started it?  
How much have you written?  
What percentage complete is it?  
**Delete this text box and the brace to the left.**



# Team <Company Name>

## Status Report

(2 of 4)

### <Project Title>

- Server Systems / Software
  - Description &/or Status Point 1
  - Description &/or Status Point 2
  - Description &/or Status Point 3
- Development Systems / Software
  - Description &/or Status Point 1
  - Description &/or Status Point 2
  - Description &/or Status Point 3

Include status information.  
Are all systems up and running?  
Have you tested everything?  
**Delete this text box and the  
brace to the left.**





# Team <Company Name>

## Status Report

(3 of 4)

### <Project Title>

- Client Contact
  - Status Point 1
  - Status Point 2
- Team Meetings
  - Status Point 1
  - Status Point 2
- Team Organization
  - Description Point 1
  - Description Point 2

Include status information.

Have you talked with/met with your client?

Have you scheduled a weekly conference call? When?

Have you schedule an in-person meeting? When?

How many times has your team met so far?

Have you scheduled team meetings? How often?

Delete this text box and the brace to the left.



# Team <Company Name>

## Status Report

(4 of 4)

### <Project Title>

#### Risks

- Risk 1
  - Description
  - Mitigation
- Risk 2
  - Description
  - Mitigation
- Risk 3
  - Description
  - Mitigation
- Risk 4
  - Description
  - Mitigation

