Project Proposal

Software Architecture

Semester 1, 2024

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Project Context

During the software architecture course, you will learn about a subset of quality attributes of concern to software architects. You will be exposed to a number of techniques to satisfy these attributes. In the capstone project you are required to

- · propose a non-trivial software project,
- · identify the primary quality attributes which would enable success of the project,
- · design an architecture suitable for the aims of the project,
- · deploy the architecture, utilising any techniques you have learnt in or out of the course, and
- evaluate and report on the success of the software project.

The successful completion of the project will result in three deliverables, namely,

- i a proposal of a software project, the proposal must clearly indicate and prioritise two or three quality attributes most important to the project's success,
- ii the developed software, as both source code, and a deployed artefact, and
- iii a report which evaluates the success of the developed software relative to the chosen quality attributes.

Your software deliverable includes all supporting software (e.g. test suites or utilities) that are developed to support the delivered software.

1 Introduction

We have looked at several core quality attributes in this course, and will continue to look at more over the remainder of the semester. These attributes were selected because they are key concerns of many real-world software projects. In this project, you will have an opportunity to explore some of the fun of industry. You will take the role of an entrepreneur, software architect, developer, and operations team.

Your first role as an entrepreneur is to use your creativity to think of a software project that interests you. Your proposed project does not have to be profitable, nor does it have to be unique. If you are struggling to think of a project, consider what annoys you in your day-to-day life. Consider if software might help ease the annoyance. Alternatively, look at existing everyday software like Netflix, TikTok, VSCode, or others. You are welcome to create off-brand versions of any existing software. There are no marks for whether the software is unique, or would be profitable or successful. The lone requirement of your project is that, to function appropriately, it must demonstrate two or three of the quality attributes explored in this course¹.

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Briefly, some of these attributes are:

Availability The software can always be accessed by end users, either at any time or on any platform, or both.

Deployability The required computing infrastructure for the software can be easily provisioned, including updating both the infrastructure and the software.

Extensibility Features or extensions can be easily added to the software over its lifespan.

Interoperability The software can easily share information and exchange data with internal components and other systems.

Maintainability The software is designed to be cost effectively modified over its lifespan.

Modularity Components of the software are separated into discrete modules.

Reliability The software consistently delivers its functionality without failure. You would need to define what "consistently" means for your system and how it will be measured.

Scalability The software is simultaneously usable by a large number of end users and is economical to deliver with varying user loads.

Security Software that maintains normal operations and functionality even when subjected to attacks. Systems and resources in its environment remain safe and the attacks are detected and mitigated.

Testibility The software is designed so that automated tests can be easily deployed. This is beyond just automated unit testing.

While security may be an appropriate quality attribute to use as the focus of your project, all software systems must be developed to be "secure enough" for the context. Consequently, it is expected that all projects will consider security, even if it is not fundamental to the project's success.

Once you have settled on a project, write up a proposal for the project, as described in section 2. Before you get too far writing your proposal, please discuss the idea with teaching staff, this will help ensure you do not have to re-write it from scratch.

2 Content

Your proposal will answer the following questions:

- What is your project?
- Which quality attributes are most important and why?
- If trade-offs are necessary, which attributes have higher priority?
- What are the basic features you plan to implement?
- How will you evaluate whether your project has delivered its important quality attributes?

The proposal should not exceed two pages. The suggested proposal structure is as follows.

Title Name for your project, get creative.

Abstract An elevator pitch to sell the project. This should highlight the quality attributes crucial to the project's success.

Author Your name and student number.

Functionality Summary of the features delivered by the complete software product. This is what would be delivered if you built the entire system. Use this to sell why your project is fun or interesting.

Scope Description of the fundamental functionality to be delivered as the Minimum Viable Product (MVP)². This is what you have to implement, so be realistic!

Quality Attributes A more detailed description of the quality attributes and why they are crucial to the project. They should be measurable and/or testable.

Evaluation Description of how you will evaluate whether your project has achieved the desired attributes. This is one of the most important parts of the proposal. It must be clear how the evaluation will be done, and it must be feasible.

3 Submission

The following are *important* details about how your proposal must be submitted. Read the following carefully, misreading or misunderstanding the requirements does not except you from them.

- Your proposal is due by 15:00 on March 28. Late submissions will be penalised by one grade per 24-hour period. See the course profile³ for details. The maximum extension length is 7 days.
- Your proposal must be written in markdown⁴.
- Submission of the proposal component of the assignment is via a GitHub repository⁵.
- You have been provisioned a directory in the GitHub repository⁶, where you should place your mark-down file and any assets (images, code snippets, etc) that are included by the markdown file.
- Your directory contains a template markdown file named proposal.md. Do not change the formatting of the template. Insert your proposal content under the headings provided.
- Only what is in your directory in the main branch at the submission deadline will be marked and made available for voting.
- Please validate that your proposal renders sensibly on the proposal website: https://csse6400.github.io/project-proposal-2024/
- You can view example proposals at https://csse6400.github.io/project-proposal-examples/.
- Voting on proposals of interest closes at 15:00 on April 15. If you do not nominate a reasonable number of projects by voting on them, you may be allocated to any project.

Below is a possible structure of your directory. proposal.md may have relative references to the images and files in the assets directory.

```
s4435400/
proposal.md
assets/
module-structure.png
plugin-example.js
```

²https://www.agilealliance.org/glossary/mvp/

³https://course-profiles.uq.edu.au/student_section_loader/section_5/132140

⁴https://www.markdownguide.org/

⁵It is important that you are continually keeping GitHub up to date with your progress. Keeping up to date will avoid any merge traffic jam near the due date.

⁶https://github.com/CSSE6400/project-proposal-2024

Marking Criteria

Cuitania	Standard										
Criteria	Exceptional (7)	Advanced (6)	Proficient (5)	Functional (4)	Developing (3)	Little Evidence (2)	No Evidence (1)				
Functionality	Full system functionality	Full system functional-	Full system functionality	System functionality is	System functionality	System functionality	System functionality is				
20%	clearly and concisely de-	ity is well defined and	is fairly well defined and	fairly clear but appears	lacks some clarity but	is not very clear or is	vague or contradictory,				
	scribes a complete and	describes a complete	describes a mostly com-	to be missing one or two	the general idea of the	missing a few aspects of	or it is missing several				
	coherent system.	system.	plete system.	aspects of the system.	system is still fairly clear.	the system.	aspects of the system.				
	MVP is very well de-	MVP is well defined,	MVP is fairly well de-	MVP is generally clear	MVP idea is gener-	MVP lacks important	MVP lacks important				
	fined, clearly minimal	clearly minimal, and	fined, close to being	but is not minimal;	ally clear but lacks some	information, is too small	information, is far too				
	and feasible.	seems feasible.	minimal, and seems	could be feasible with	important aspects or is	or large, or is not feasible.	small or large, or is				
_			feasible.	adjustment.	too large.		clearly not feasible.				
Quality	All quality attributes are	All quality attributes are	All quality attributes	All quality attributes	Some quality attributes	Some quality attributes	Most quality attributes				
Attributes	clearly important, well	clearly important, fairly	seem important, ade-	seem important, most	are important, some	are important, some	are not important, are				
35%	justified, and there are	well justified, and there	quately justified, and	are adequately justified,	are weakly justified,	are weakly justified,	poorly justified, or there				
	no other obviously more important attributes.	are no other obviously more important attri-	other potential important attributes are not too	and few other potential important attributes are	and there appear to be other more important	and there appear to be other more important	are clearly more important attributes.				
	important attributes.	butes.	much more important.	more important.	attributes.	attributes.	tant attributes.				
		butes.	macirmore important.	more important.	attributes.	attributes.					
	They are clearly measur-	They seem to be mea-	Most seem to be measur-	Most seem to be mea-	Most are not described	Most are not described	Their descriptions make				
	able or testable.	surable or testable.	able or testable.	surable or testable.	in a way to indicate how	in a way to indicate how	it difficult to see how				
					they can be measured or	they can be measured or	they can be measured or				
					tested.	tested.	tested.				
Evaluation	Evaluation plan is clearly	Evaluation plan is clearly	Evaluation plan is fairly	Evaluation plan is com-	Evaluation plan is un-	Evaluation plan is unclear	Evaluation plan is con-				
35%	described and is clearly	described and seems to	clearly described and	prehensible and seems	clear or does not appear	and does not appear to	fusing or contradictory				
	feasible.	be feasible.	seems to be mostly fea-	to be somewhat feasible.	to be feasible.	be feasible.	or is clearly not feasible.				
			sible.								
	Covering all MVP func-	Covering all MVP func-	Covering almost all MVP	Covering most MVP	Covering some MVP	Covering some MVP	Covering little MVP				
	tionality and all quality	tionality and almost all	functionality and most	functionality and most	functionality and at least	functionality and some	functionality or, at best,				
	attributes.	quality attributes.	quality attributes.	quality attributes.	the most important	of the most important	less important quality				
					quality attributes.	quality attributes.	attributes.				
Documenta-	Document structure	Document is logically	Document is fairly logi-	Document structure	Document is not logi-	Document is poorly	Document is very poorly				
tion	leads the reader to a	structured.	cally structured.	does not hinder com-	cally structured.	structured, requiring ref-	structured, making it				
10%	clear understanding of			prehension.		erencing other sections	difficult to follow.				
	the proposal.					to understand it.					
	Technical level of text is	Technical level of text is	Technical level of text is	Technical level of text is	Technical level of text is	Technical level of text is	Technical level of text is				
	always appropriate.	appropriate.	mostly appropriate.	mostly appropriate.	at times appropriate.	mostly inappropriate.	inappropriate.				
	Grammar & prose en-	Grammar & prose are	Grammar & prose are	Grammar & prose do	Grammar & prose hinder	Grammar & prose make	Grammar & prose make				
	hance the clarity of the	professional in nature.	mostly professional in	not hinder comprehen-	comprehension a little.	comprehension difficult.	comprehension very dif-				
	document.	processional in nature.	nature.	sion.	comprehension a little.	comprehension anneatt.	ficult.				
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