

King Fahd University of Petroleum & Minerals

College of Computer Science and Engineering

SWE 444-01 Internet and Web Applications Development [081]

Project Guidelines

Introduction: The aim of this project is to gain hands-on experience on web development, and to practice project management, communication and team work skills. Students will also learn and apply the best practices for Web design.

Teams: Form groups of **three** members (two members will be allowed in rare cases and after the instructor consent). It is your responsibility to select your group members. If you cannot find a group after trying all your best, contact the instructor and he will try to help you but you may be assigned to a group which you may not in favor.

Project proposal: After brainstorming and surfing the web, identify a number of potential projects and discuss them with your group. Then together, select only one project of all the ideas that you gather. You should consider the quality and usefulness of the project as well as the time duration constraint while selecting your project. Write a proposal of two or three pages to briefly describe your objectives, the intended audience, and expected content and features to be included. Be precise and clear in your statements. You also need to include the names and IDs of your group and a title for your project. Also list a number of good and similar websites that helped in building your insight.

Design and Implementation: Distribute the workload among the group members and design and implement the proposed project. You should start early to avoid possible risks and have enough time to deliver a good product. Note that you need to use XHTML, external CSS, DOM, JavaScript, Server-Side Scripts, Databases, etc. You should have a consistent look and feel for the Website and a user-friendly interface. The code should be clear and have proper comments to enhance its readability. Follow the recommended best practices for Web design and implementation.

Final Report: The final report must include a description of the project objectives, motivations, requirements, use cases, system and content architecture, navigation model, UI, implementation hints (explaining important fragments only), suggestions for further improvements, citation of the resources and general information about the team members and their role in the project. You may include any other information that you think is needed to your report. The report should not include a full list of the code.

Presentations: Each group is required to prepare a PPT presentation and deliver it at the due date. During the presentation, the instructor will ask some questions and each member is expected to know all the details about the project even if he was not responsible for that part.

Publish the Project: Publish the website for the project on your account before the presentation and make sure it is functioning properly (you should test it and fix all errors early enough before coming to the class)

Tasks and Deliverables Due Dates:

Task	Date
Proposal	November 24, 2008.
Softcopy of the final report (through WebCT or instructor email)	January 30, 2009 before 10pm.
Hard copy & CD (Hand-in a hard copy of the report and a CD containing the final report, PPT presentation, all software modules, and other resources.)	January 31, 2009 in class
Project Presentations and Discussions	January 31, 2009 in class (other groups will be scheduled to deliver their presentations either afternoon or on February 1 and 2)