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UNIVERSITET

Software Engineering and Project Management

ADVANCED COURSE (5hp)

Periods 1 & 3

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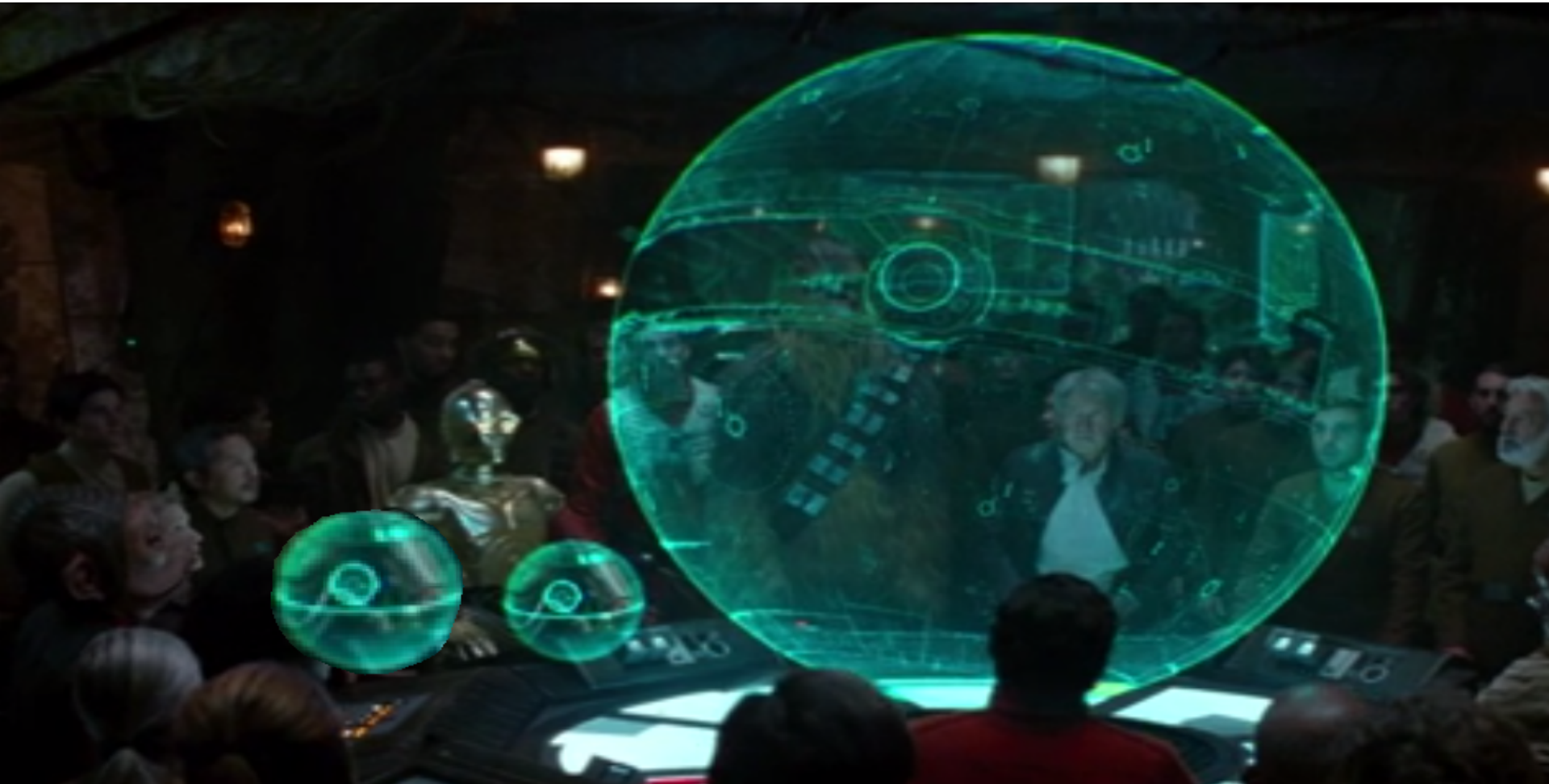
How to deal with large projects?

- SEPM is about to create the ~~Death Star~~ Star Killer



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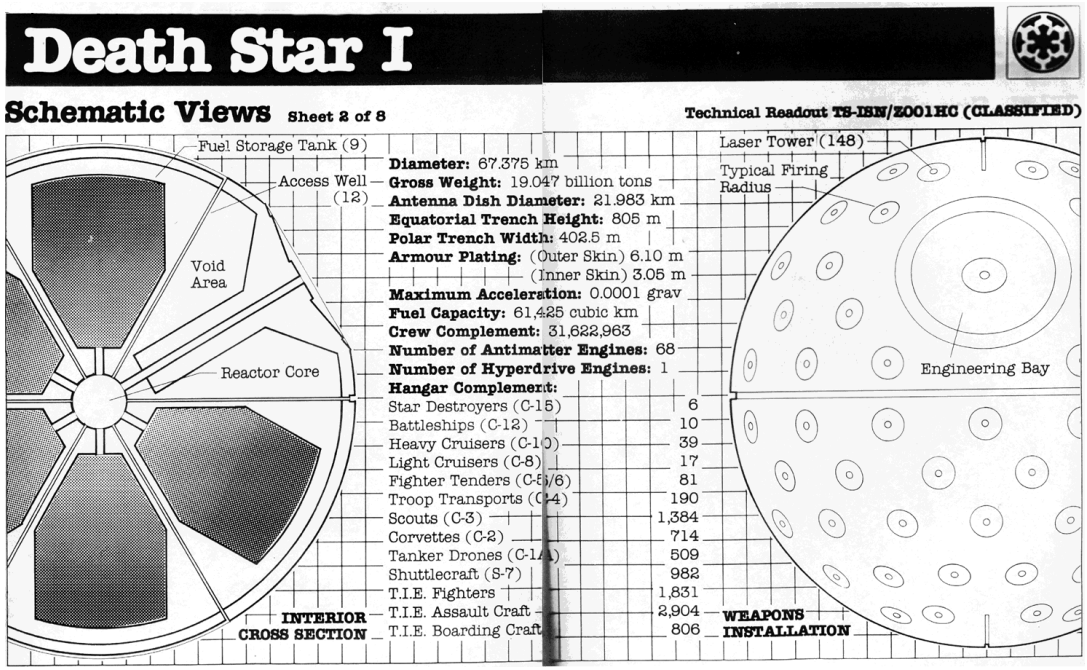
Course Goals

- **How to build ”good” software**



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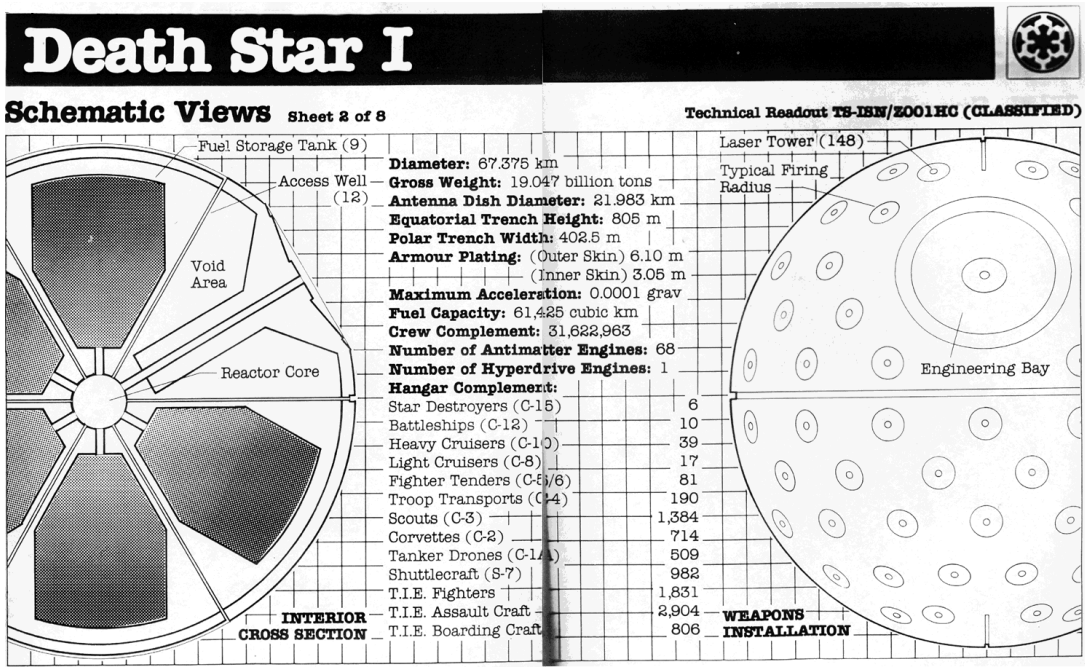
Course Goals

- **How to build ”good” software**
  - Requirements definition and specification



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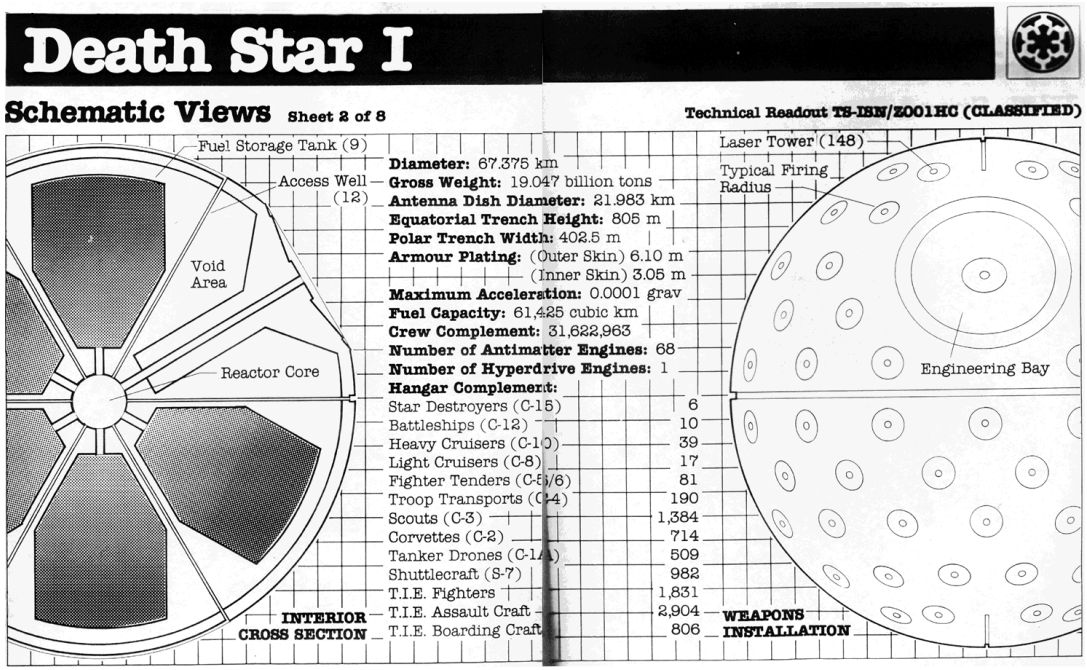
Course Goals

- **How to build ”good” software**
  - Requirements definition and specification
  - Design methods



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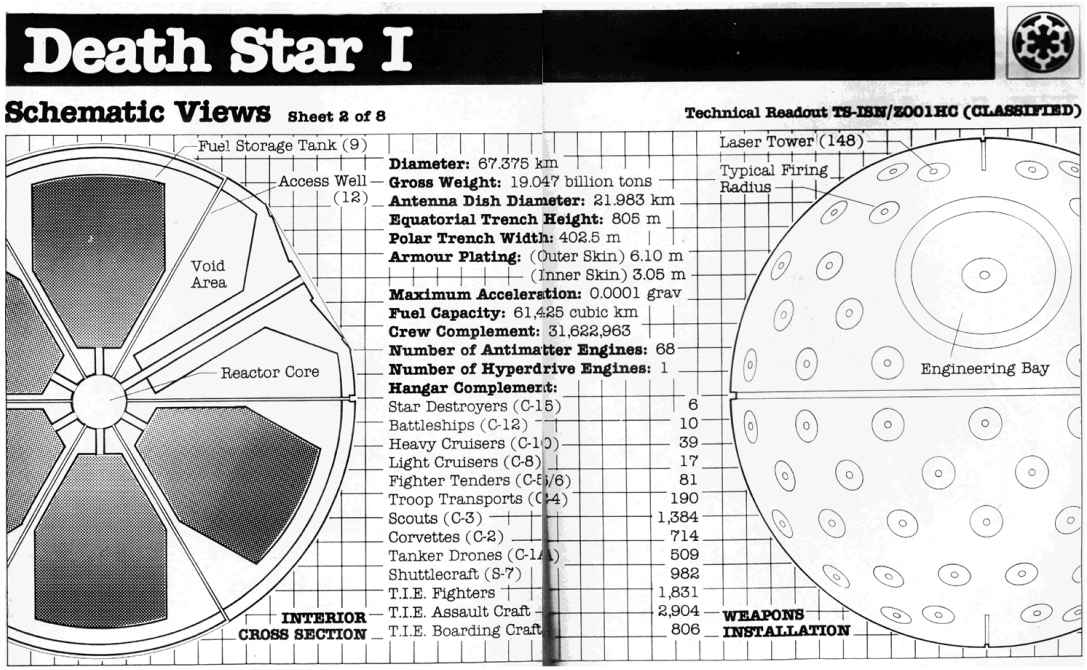
Course Goals

- **How to build ”good” software**
  - Requirements definition and specification
  - Design methods
  - Validation and verification (QA)



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Course Goals

- **How to plan without planning**

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Course Goals

- **How to plan without planning**
  - Maintenance and reusability

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Course Goals

- **How to plan without planning**
  - Maintenance and reusability
  - Project planning and agile

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Course Structure

- **Theory (2hp)**
  - Interactive lectures and online exercises

- **Large project in groups of ~12 students (3hp)**
  - You will design/plan/develop a small game component
  - … then, integrate with the rest of the class.

  - *high programming skills not required*
  - *groupwork and weekly meetings are required*

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Grading

- **Theory (2hp, U/G)**
  - Written exam (U/G)
    - *U/G (21/40 points) - 3 hours*

- **Project (3hp, 3/4/5)**
  - Evaluated during the course based on
    - *Quality documentation/code*
    - *Project execution*
    - *Final seminar*

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Questions

You can always write me at:

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