

## Final Project Materials

1. Requirement Document  
Goal: Description that can be understood by both client and developers and can be used for validation.
2. Design Document  
Goal: Complete description to be used by developers and maintainers. Need both system overview and component view.
3. Test Plan  
Goal: Overall plan for the test process and plan for how to choose test data. There should be a record of every test performed along with results, possible modifications, and retesting.
4. User Guide  
Goal: Guide to make it possible for users to understand what the system can do and detailed instructions for how to accomplish each system task.
5. Administrator Guide  
Goal: Guide to enable administrators of the system to keep the system running correctly. All tasks must be listed with instructions for how to accomplish them.
6. Programmer Guide  
Goal: Guide for programmers who may need to make additions and/or modifications of the software. All materials necessary to make such changes possible must be included. Limitations should also be noted.
7. Peer Evaluation  
Goal: evaluate the contributions of all team members, including oneself. Assume you have 100 points to distribute among the members. In addition to the points, you may want to write some text explaining why you assigned the points the way you did.
8. Reflections on the Project  
Goal: Tell what you would do differently if you could do the project over again and what you would do the same way. This should be done in the context of Software Engineering principles. This means you should use language in your document that show your newly acquired knowledge of software engineering jargon and principles you have learned from your textbook and from the articles you have read.