

01/21: Risks and Prototypes

The Capstone Experience

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Spring 2025



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

Agenda

- Reminder re MAPP
- Risks and Prototypes
- What's ahead?

Meeting Attendance, Preparation & Participation (MAPP) [1 of 6]

“Meeting-Ready”

- In Person
 - Ready
 - Seated with Team in Correct Room in Assigned Seat
 - Coat and Hat Off
 - All Mobile Devices in Airplane Mode and Stowed
 - Not Ready
 - Entering the Room
 - Walking to a Seat
 - Taking off Coats and/or Stowing Devices
- Online
 - Ready
 - Joined to Microsoft Teams Meeting in Correct Channel
 - In Appropriate Location
 - Not Ready
 - Joined Using Only a Phone
 - In Inappropriate Location (Car, Bar, In Line at the RIV, etc.)



Attendance Process

- In Person
 - By TM
 - Sign a Form
- Online
 - Microsoft Teams
 - Who
 - When Joined/Left the Meeting
 - Google Forms
 - One or More at Random Time During Meeting
 - One at End of Meeting
 - 60 Seconds to Complete

**Google Form
Attendance Check**

↑↑↑↑↑↑↑↑
Only An Example



Meeting Attendance, Preparation & Participation (MAPP) [3 of 6]

MAPP Point Deductions

- All-Hands / Split-Hands
 - Meeting-Ready ≤ 3:00:00 p.m.
 - Present
 - -0.0 MAPP Points
 - 3:00:01 p.m. ≤ Meeting-Ready ≤ 3:05:00 p.m.
 - Late
 - -0.5 MAPP Points
 - Meeting-Ready > 3:05:00 p.m.
 - Absent
 - -1.0 MAPP Points
 - Leave Meeting Before Ended by Instructor
 - In Person
 - ❖ Must Swipe Spartan ID Cards with TM, Leaving and Returning
 - ❖ Must Leave and Reclaim Mobile Devices with TM (Approved by University Ombudsperson)
 - ❖ -1.0 MAPP Points if (Fail to Swipe and/or Leave Mobile Devices) or (Extended Period)
 - Online
 - ❖ Miss Google Form (During or At End)
 - ❖ -1.0 MAPP Points
 - Weekly Triage Google Form and Google Slides
 - Late or Not at All
 - -0.5 MAPP Points
 - MAPP grade may become negative.



Meeting Attendance, Preparation & Participation (MAPP) [4 of 6]

- Almost No Excuses Accepted
 - One or Two Excused Possible for Interviews
 - Must Provide Information
 - Date, Company, Recruiter Name & Contact Info
 - In Advance
 - To Instructors
 - Must Attend (No Excuses Accepted)
 - Your Team Presentations
 - All Project Video Viewing
 - Design Day
 - Design Day Wrap Up
 - Read the syllabus.
 - Meeting Attendance, Preparation and Participation (MAPP) Grade
 - Meeting Attendance Policies and Procedures
- Do NOT schedule interviews.
Do NOT schedule ANYTHING.
Do NOT buy plane tickets. ← Note
- 5.0 MAPP Points Per Absence**



Meeting Attendance, Preparation & Participation (MAPP) [5 of 6]

- Excused Meeting Absences
 - Job Interviews
 - Documentation Deemed Valid
 - In Advance
 - Sickness Including COVID
 - Documentation Deemed Valid
 - ❖ Stating Not Able to Attend Due to Illness
 - ❖ By Local Medical Professional
 - Not Later Than Two Days
 - **If Concerned, May Sit Masked in Back of Meeting Room**
 - Read the Syllabus
 - Grief Absence
 - See MSU Policy
 - Done in Advance
 - A Few Other Accommodations
 - See MSU Policies
 - Done In Advance
- Cannot Accommodate Most Conflicts
- No Accommodations for Personal Reasons Other Than Above
- Will NOT Be Excused from Doing Work ← **Very Important Note**



- Requesting Excused Absences
 - Handled by Prof. Mariani and TM
 - Email Prof. Mariani and TM
 - CC Dr. D.
(Dr. D. will not forward or respond.)
- Taking or Retaking Capstone in Fall 2025
 - Due to Dropping or Failing
 - Extremely Limited Enrollment
 - First-time eligible students will get first priority.
 - You may not be able to take capstone in the spring. ← **Note**
 - Re-enroll After Dropping
 - Re-take After Failing



Risks and Prototypes

➤ Risks

- Prototypes

Identifying Risks

- What You Don't
 - Know
 - Understand
 - Know How to Do
- Normally
 - Major Project Features
 - “Showstoppers”
 - Can't Do Feature ⇒ Can't Do Project
- Varies From
 - Not Familiar With But (Probably) Can Learn to
 - Absolutely No Idea How to Do It

What are you worried about?

What should you be worried about?



Example Risks

Including but not limited to...

- Business Processes
- Key Application Features
- Hardware Systems
- Software Systems
- Development / Programming Environments
- Etc...

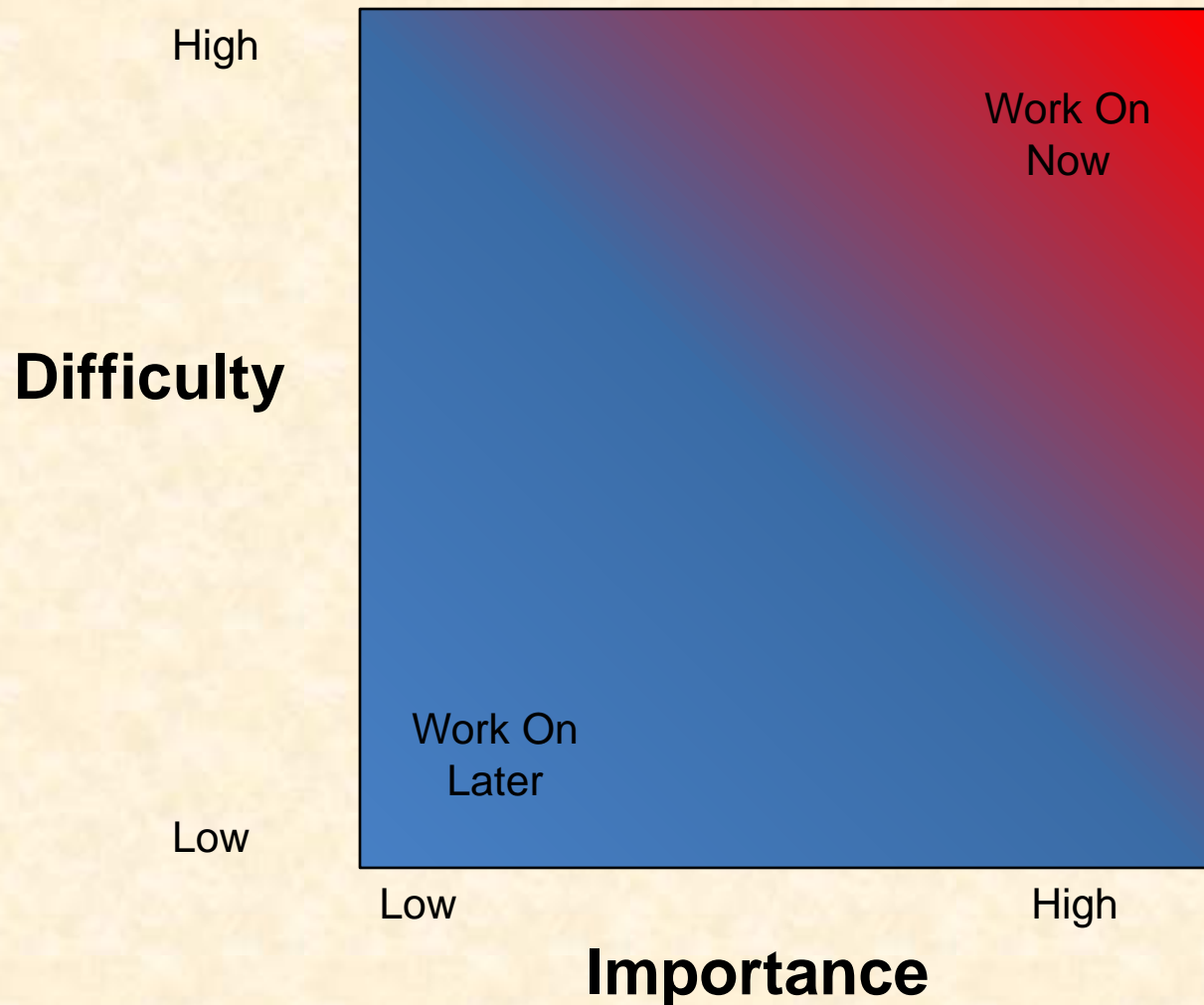


Prioritizing Risks

- Classify Difficulty
 - High Very Hard, No Idea How to Do
 - Medium
 - Low Not Hard, Probably Doable
- Classify Importance
 - High Showstopper, Must Have
 - Medium
 - Low Not Vital, Nice to Have



Prioritizing Risks

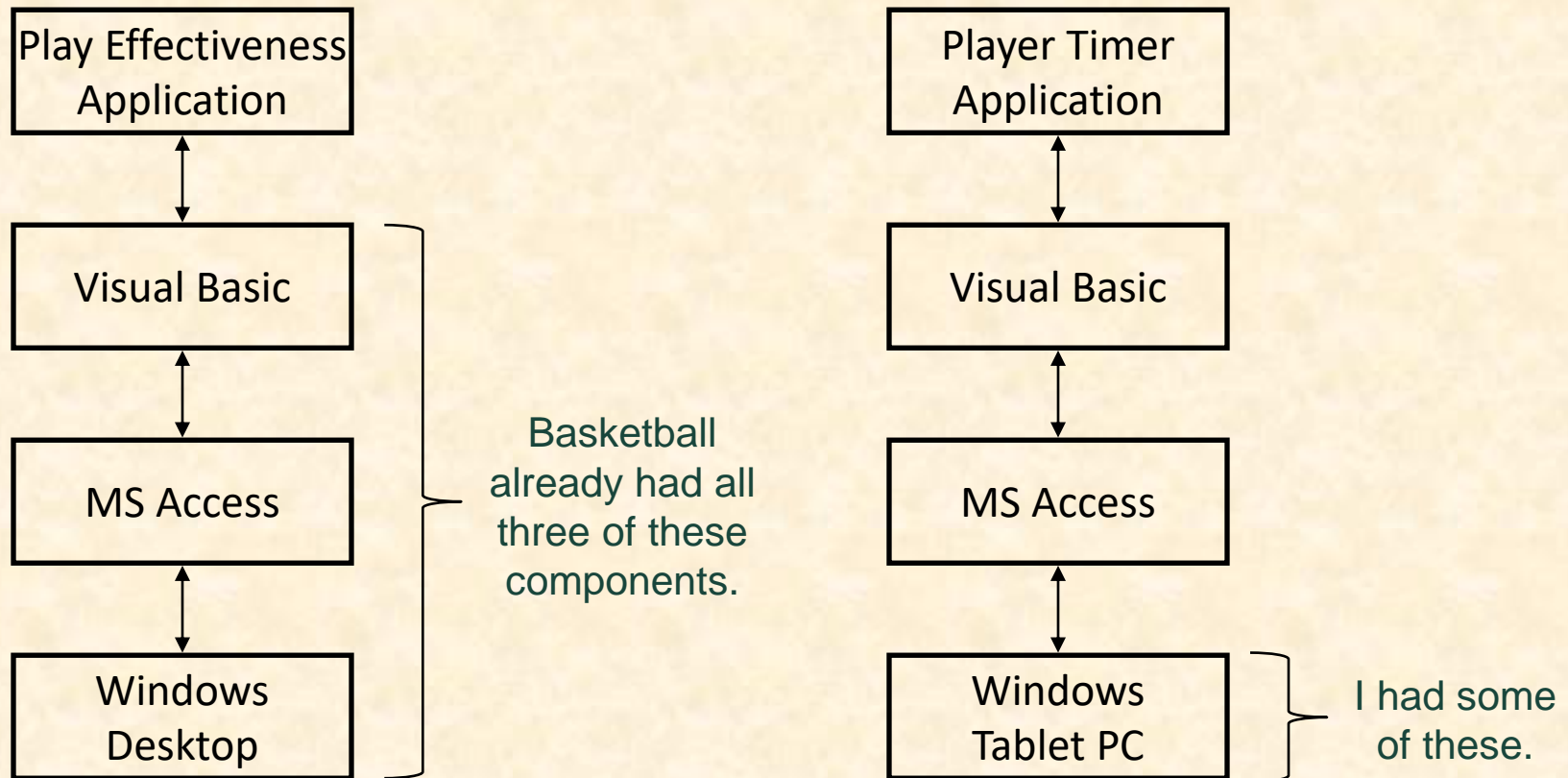


Case Studies: MSU Men's Basketball Apps

- Play Effectiveness
 - Determine Effectiveness of Plays
 - Record All Plays with Results
 - Produce Reports of Effectiveness
- Player Timer
 - Keep Track of Player Times
 - Record Minutes Played and Rested
 - Use On the Bench, During the Game



Basketball Apps Architectures



Basketball Apps Risks

- What SDK/APIs should I use?
- Can I write this in Visual Basic?
- How do I make a UI in VB?
- How do I interface VB with Microsoft Access?
 - Create/Open/Save a Database?
 - Read/Write Records?
 - Traverse Records?
- How do I implement clocks in Windows?
 - Game Clock?
 - Wall Clock?
- How do I generate a report from Access?



Mitigating Risks

- Use Existing Resources

- Including But Not Limited To

- Faculty
 - Other Students
 - Product Demos
 - Online Examples
 - LLMs
 - Etc...



Nota Bene:

1. Check license if including in project.
2. Document.
3. Inform client.

- Test Drive

- Install
 - Compile
 - Extend
 - Etc...

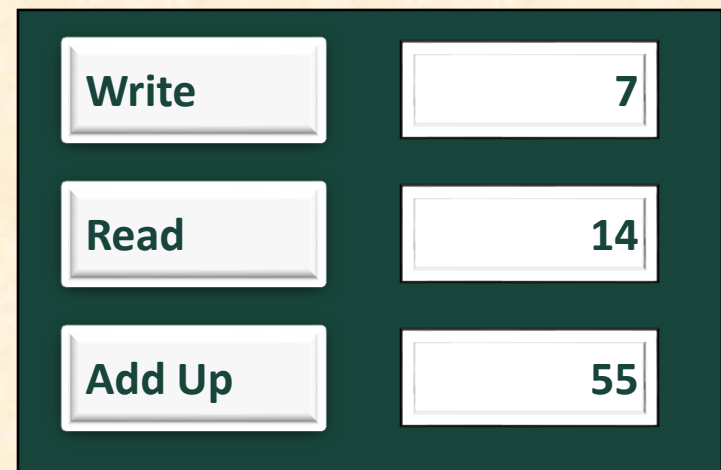
- Build Prototypes

- Single Purpose
 - Quick-and-Dirty



Basketball Apps Risk Mitigation

- Implementing a Clock
 - Start /Stop
 - Counts Down
 - By Minutes:Seconds
- Handling Access Records
 - Write Number
 - Read Number
 - Add Up Numbers



Risks and Prototypes

✓ Risks

➤ Prototypes



Aside: Capstone Transition

[1 of 2]

- From... “Make one of these.” –CSE Professor
 - Coding
 - Valuable Skills
- ...To “Solve my problem.” –Customer/Client
 - Gather Requirements
 - Design
 - Architecture
 - User Experience
 - Highly Valuable Skills



Aside: Capstone Transition

[2 of 2]

- Coding ← Valuable
 - Implement Piece of Architecture
 - Based On Detailed Specification
- Architecture ← More Valuable
 - Identify Parts and Pieces
 - Organize Into Comprehensive System
 - Based On Design
- Design (Not UX) ← Most Valuable
 - Create Solutions to Problems
 - Gather Requirements
 - Based on Working with Users



Prototypes

- Developed
 - Early
 - Rapidly
- Implement Subset of the Requirements
- Done for Variety of Reasons
- Are Not Finished Goods
- “Hacking” (Good Sense)

Why? Answer Questions

Help Determine...

- Specifications
 - Functional
 - Design
 - Technical
- Usability
- How Existing Code Works
- Programming Languages
- Development Environments
- Operating Environments
- Etc...



Why? Determine Schedule

Determine how long it will take to...

- ...learn the new programming language.
- ...learn the development environment.
- ...learn the existing code.
- ...convert the existing code.
- ...convert the existing database.
- ...get libraries working.
- ...deploy the application onto an iOS device.
- ...Etc....



Why? Identify Risks

- Operability
 - How do we make a game clock?
 - Where do we store the data?
- Interoperability
 - How does the game clock work with other tablets?
 - How do the tablets all write to the same database?
- Scalability
 - Will the game clock propagate in real time?
 - Will the database engine keep up?
- Reliability
 - What happens if the clock tablet dies?
 - What happens if the database tablet dies?
- Etc-Ability...



Tradeoffs: Speed (to Write) vs...

- Speed (to Write) vs Best Software Practices
 - Testing
 - Documentation
 - Security
 - Software Engineering
 - Usability
 - Maintainability
 - Performance
 - Coding Standards
 - User Interface Standards
 - Using Real Data
 - Etc...
- Hence, May Not Be Appropriate in Final Deliverable



Challenge/Danger

Googling or LLM-ing for Answers

- “Hack” Solution
 - It works.
 - It’s **a** way to do something.
- vs
- Often My Biggest Frustration
- “Correct” Solution
 - It works.
 - It’s the **“right”** way to do something.
(There may be more than one “right” way to do something.)
- Do not merely copy and paste.



Basketball Prototypes Case Studies

➤ Play Effectiveness

- Player Timer



Basketball Staff

- Head Coach
- Associate & Assistant Head Coaches
- Video Coordinator
 - Coordinates...
 - ...student managers preparing video.
 - ...video for coaches to watch.
 - Reverse Engineers Opponents
 - Players
 - Plays
 - Coaches Scout Team
- Director of Basketball Operations (DOBO)
- Graduate Assistants (GAs)
- Undergraduate Managers



Basketball Play Effectiveness App

- Functional Specifications
 - Determine Effectiveness of Plays
 - Record All Plays with Results
 - Produce Reports of Effectiveness
 - Each Play
 - # of Successes / # of Attempts
- Design Specifications?
- Technical Specifications?



Initial Meeting with Video Coordinator

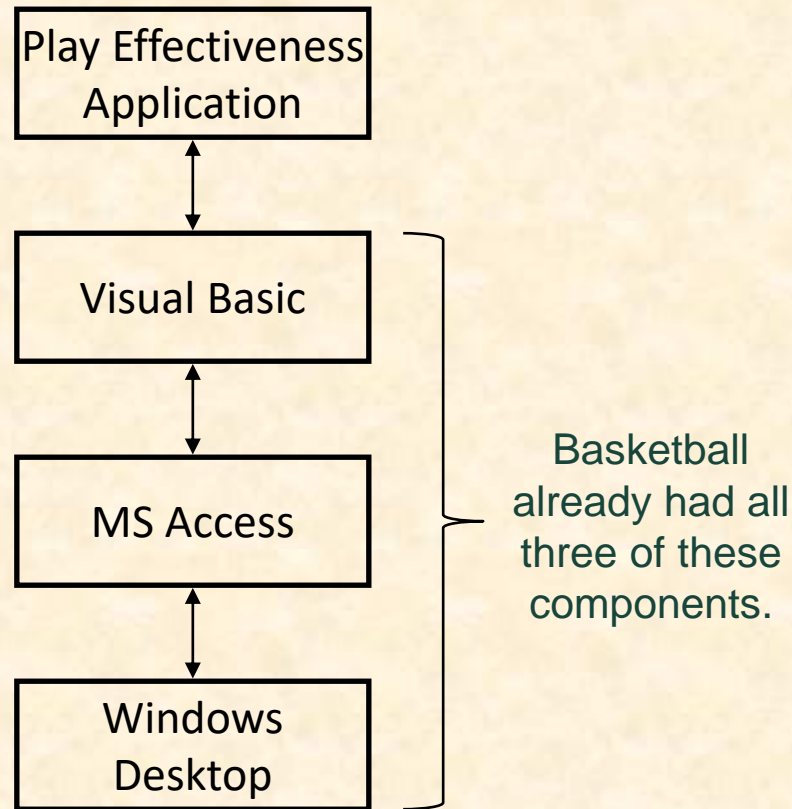
I Learned...

- Done After Game
 - On Desktop Computer
 - From DVR-Like App
- Lots of Plays (~ 200) in Play Book
- ~20-40 Plays Run Per Game
- Plays Categorized
 - Early Offense 1,2 (i.e., Fast Breaks)
 - Offense 1,2 (i.e., Half Court Plays)
 - Special Situations 1,2 (i.e., Out of Bounds)
- Overwhelming ← **Can you relate?**

The
Business
Processes



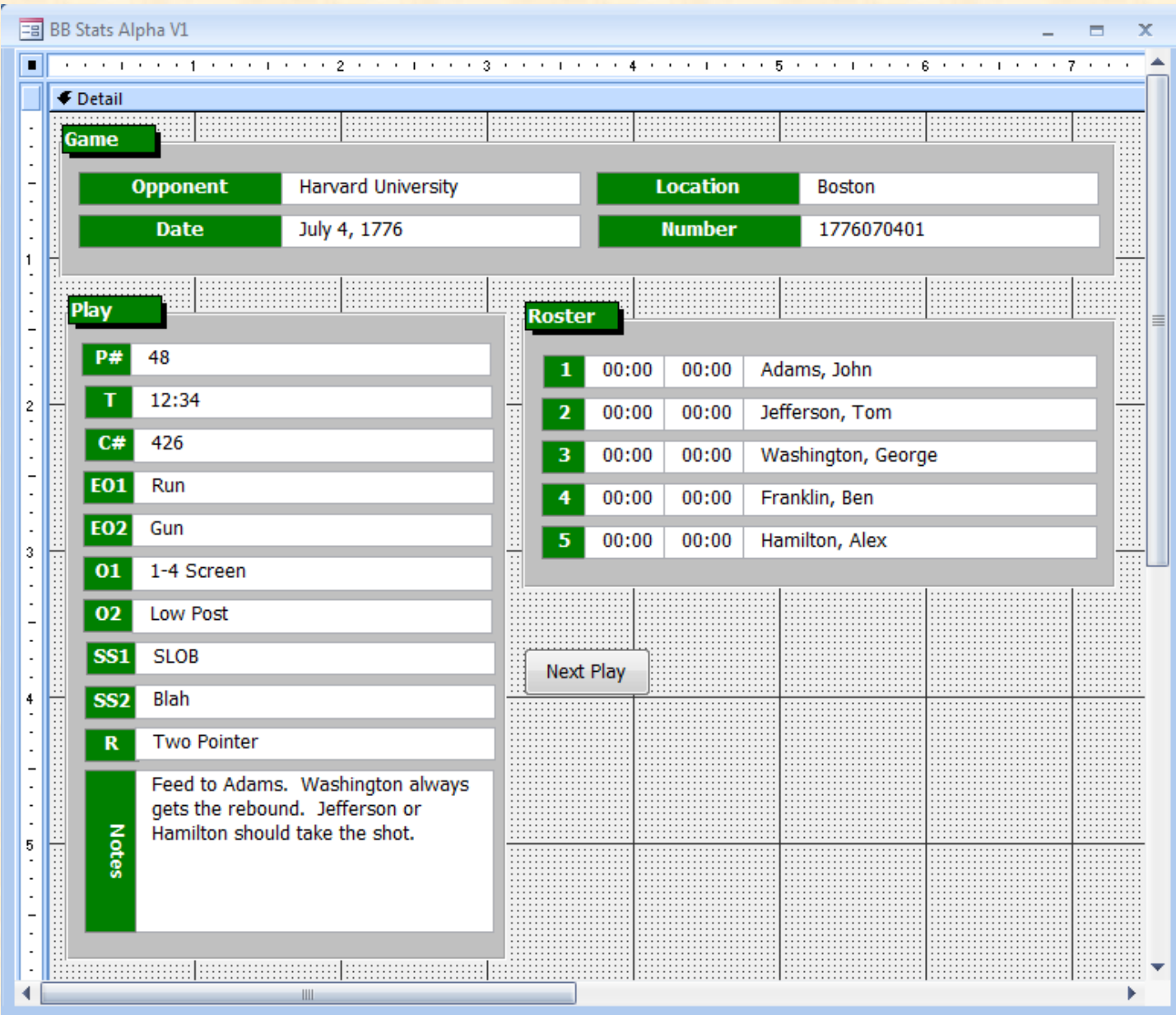
Play Effectiveness Architecture



Risks

- Learning Basketball Business Processes
- Programming in Visual Basic
 - Not: Can I learn VB?
 - Can this be done in VB?
- Making a UI in VB
- Interfacing VB with Access
 - Creating/Opening/Saving a Database
 - Reading/Writing Records
 - Traversing Records
- Generating Reports in Access
- Etc...





BB PE PV1

(Prototype Version 1)

Fields

- P# Play Number
- T Time
- C# Clip Number
- EO Early Offense
- O Offense
- SS Special Situations
- R Result

Nota Bene

- Just Screen Layout
- No Code (Underneath)
- Never Have All Entries Filled at Once



What I Learned From PV1

[1 of 2]

- Wanted to Identify Plays Within a Possession
- Plays Categorized Series / Set
 - Set is Variation on Series (“Parameterized Plays”)
 - E.g.
 - Series: Thumbs
 - Sets: Up, Down, Circle
 - Plays: Thumbs Up, Thumbs Down, Thumbs Circle
 - CS Paradigm: Thumbs(Up), Thumbs(Down), Thumbs(Circle)
 - 1, 2 Notation
 - EO1 = Early Offense Series
 - EO2 = Early Offense Set
 - ST (Special Teams) Missing

Huge
Impact On
Design



What I Learned From PV1

[2 of 2]

- Results Coded
 - *XN* Missed *N* Pointer (X1, X2, X3)
 - *ON* Made *N* Pointer (O1, O2, O3)
 - *FF* Foul on the Floor
 - *TO* Time Out
 - Etc...
- Wanted to Record Notes on Defense
- Didn't Care About
 - Player Times
 - Video Clip Number (C#)



BB Stats Alpha V1

Detail

Game

Opponent	Harvard University	Location	Boston
Date	July 4, 1776	Number	1776070401

Play

P#	48
T	12:34
C#	426
EO1	Run
EO2	Gun
O1	1-4 Screen
O2	Low Post
SS1	SLOB
SS2	Blah
R	Two Pointer
Notes	Feed to Adams. Washington always gets the rebound. Jefferson or Hamilton should take the shot.

Roster

1	00:00	00:00	Adams, John
2	00:00	00:00	Jefferson, Tom
3	00:00	00:00	Washington, George
4	00:00	00:00	Franklin, Ben
5	00:00	00:00	Hamilton, Alex

Next Play

So, from this to...

BB PE PV1

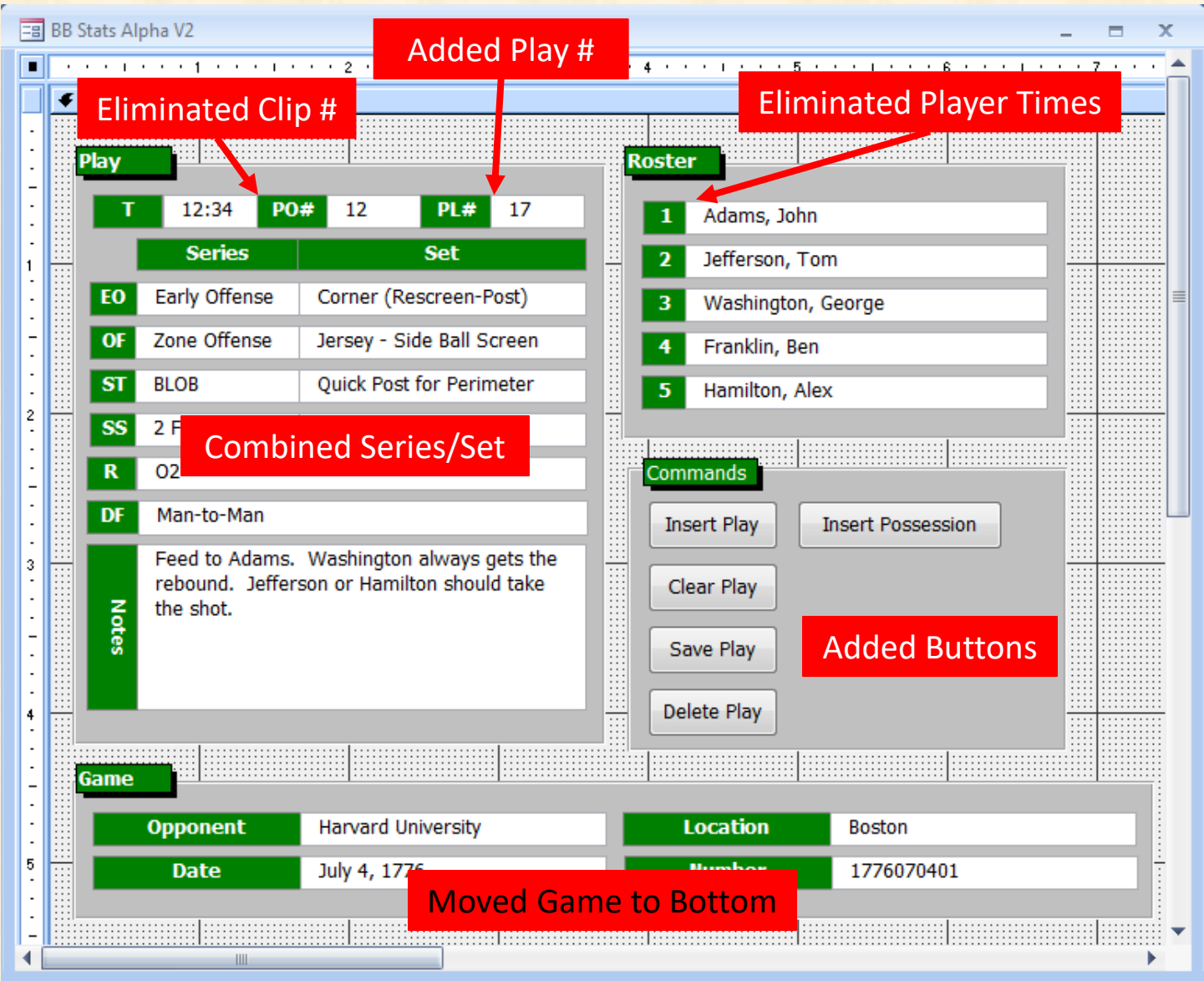
Fields

- P# Play Number
- T Time
- C# Clip Number
- EO Early Offense
- O Offense
- SS Special Situations
- R Result

Nota Bene

- Just Screen Layout
- No Code (Underneath)
- Never Have All Entries Filled at Once





BB PE PV2

Fields

- PO#
Possession Number
- PL#
Play Number
- SS
Special Situations
- DF
Defense

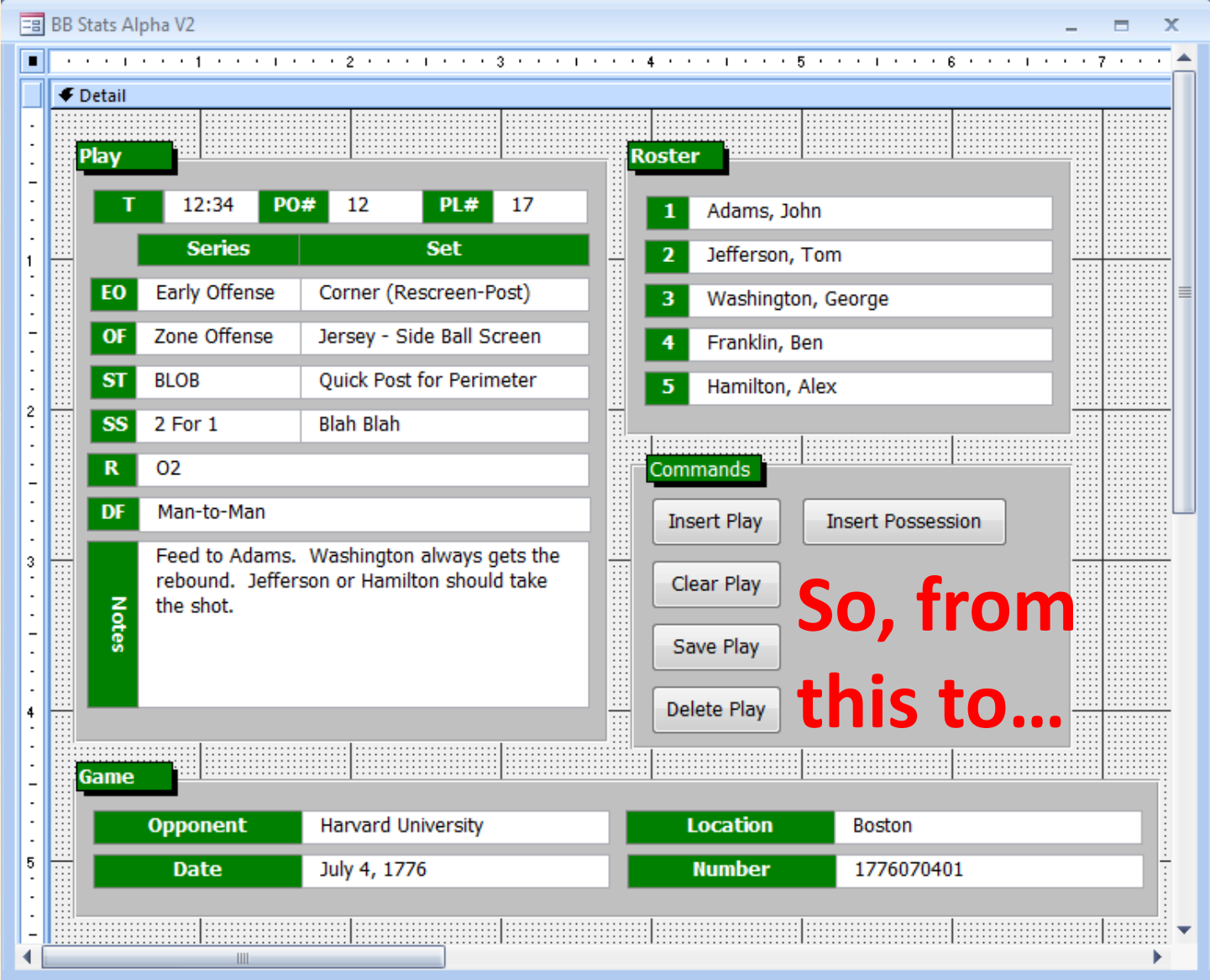
Nota Bene

- Just Screen Layout
- No Code (Underneath)
- Would **NOT** Have Entries in All Fields

What I Learned From PV2

- Wanted to Grade Execution of Plays
- Wanted to Record Player Steals and Assists (Remember this...)
- Needed to Navigate Plays and Possessions
- Wanted to See Running Total Score





BB PE PV2

Fields

- PO#
Possession Number
- PL#
Play Number
- SS
Special Situations
- DF
Defense

Nota Bene

- Just Screen Layout
- No Code (Underneath)
- Would **NOT** Have Entries in All Fields



Added Running Score

Added Steals and Assists

Added Effectiveness

Added Buttons

Detail

Play

Roster

PE#	2	Time	12:34	PL#	17	MSU	37	Op	23
Series			Set			Effectiveness			
EO	Early Offense		Corner (Rescreen-Post)			Great			
ST	BLOB		Quick Post for Perimeter			Poor			
OF	Zone Offense		Jersey - Side Ball Screen			So-So			
R	X		O			Outstanding			
DF	Man-to-Man		Something Else			Good			
SS	2 For 1		Blah Blah			Unreal			

P	Player	S	A
1	Unbound	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
2	Jefferson, Tom	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
3	Washington, George	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
4	Franklin, Ben	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
5	Hamilton, Alex	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Notes

Feed to Adams. Washington always gets the rebound. Jefferson or Hamilton should take the shot.

Commands

- Next Play
- Next Possession
- Previous Play
- Previous Possession
- Delete Play
- Delete Possion
- Exit

Game

Opponent	Harvard University	Location	Boston
Date	11/17/2003	Number	1776070401



What I Learned From PV3

- Wanted...
 - Grades to Be A, B, C, D, F
 - Results Associated With Players
 - Series/Set Combined
 - “Thumbs Up” Rather Than “Thumbs”, “Up” or Thumbs(Up)
 - To Record Player Rebound
- Will be used by...
 - Video Coordinator, GAs, and Managers
 - Very Comfortable with DVR Controls
- Did NOT Want to Record Player Steals or Assists



Detail

Play

PE#	2	Time	12:34	PL#	17	MSU	37	Op	23
Series			Set			Effectiveness			
EO	Early Offense			Corner (Rescreen-Post)			Great		
ST	BLOB			Quick Post for Perimeter			Poor		
OF	Zone Offense			Jersey - Side Ball Screen			So-So		
R	X			O			Outstanding		
DF	Man-to-Man			Something Else			Good		
SS	2 For 1			Blah Blah			Unreal		

Roster

P	Player	S	A
1	Unbound	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
2	Jefferson, Tom	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
3	Washington, George	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
4	Franklin, Ben	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
5	Hamilton, Alex	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Commands

Next Play Next Possession

Previous Play Previous Possession

Delete Play Delete Possion

Exit

Notes

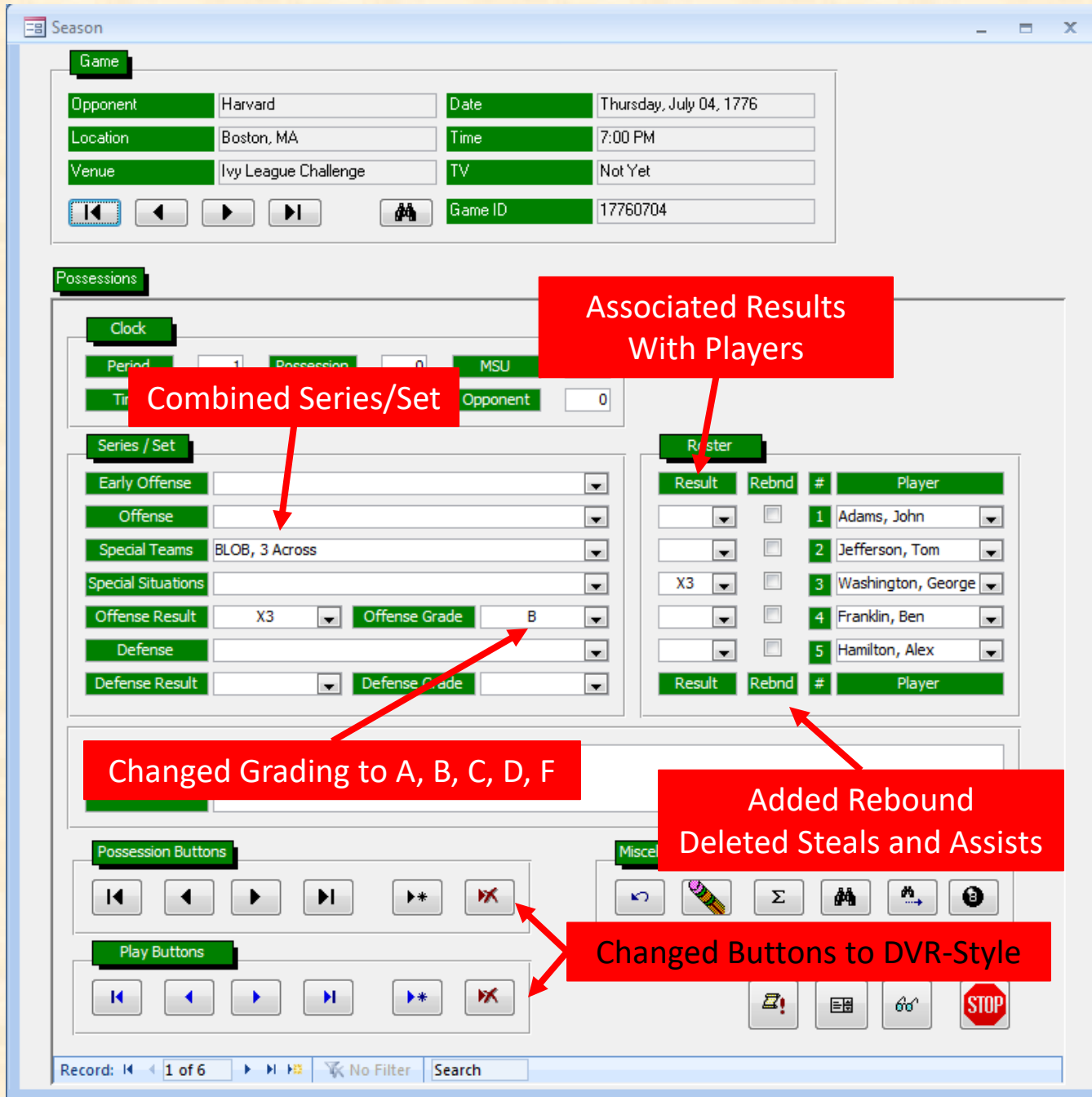
Feed to Adams. Washington always gets the rebound. Jefferson or Hamilton should take the shot.

So, from this to...

Game

Opponent	Harvard University	Location	Boston
Date	11/17/2003	Number	1776070401





BB PE AV1

(Alpha Version 1)

First Version
With Code

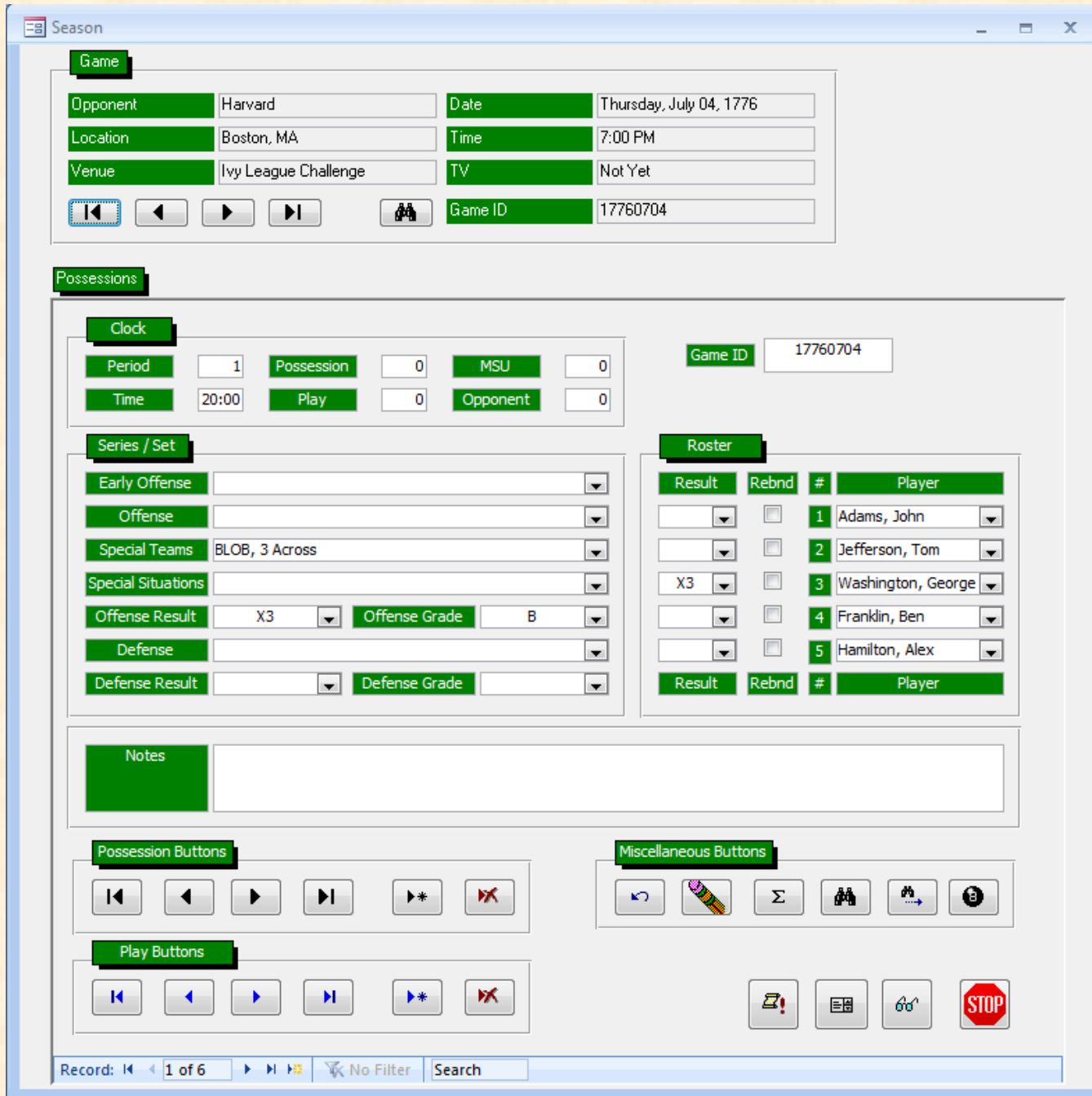
Not Much
Implemented



What I Learned From Alpha 1

- Entering a Play
 - Some Things Calculated Automatically
 - Play/Possession Number
 - Score
 - Most Things Entered With Mouse Via Pull-Down Menus
 - Series / Set
 - Result
 - But Time Entered With Keyboard Via Typing Numbers
- Need
 - Mouse-Only Input
 - Easy Way to Adjust Clock





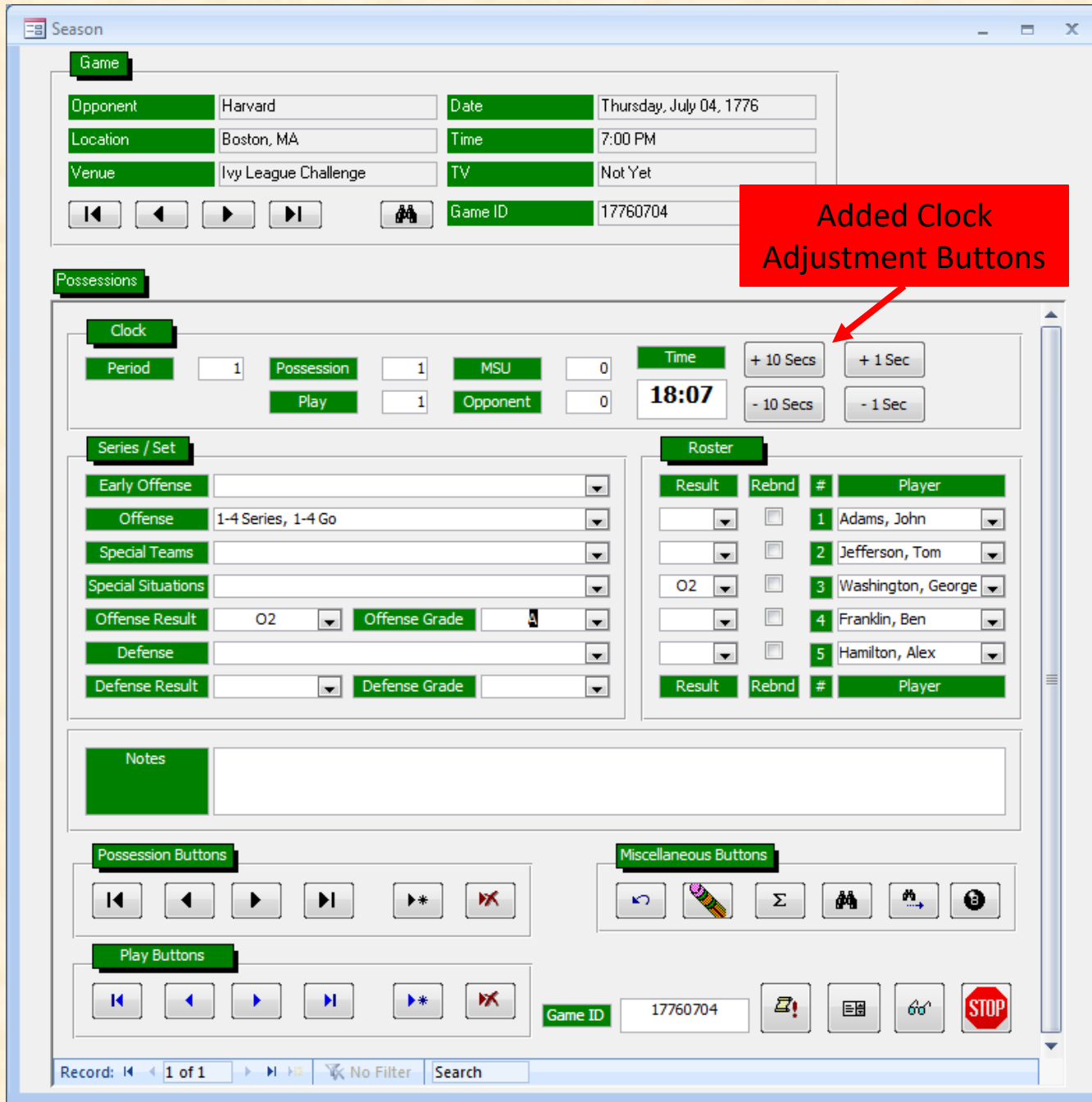
BB PE AV1
(Alpha Version 1)

First Version
With Code

Not Much
Implemented

So, from
this to...





Added Clock Adjustment Buttons

BB PE AV2
Still Not Much Implemented



Season

Game

Opponent: Harvard Date: Thursday, July 04, 1776
 Location: Boston, MA Time: 7:00 PM
 Venue: Ivy League Challenge TV: Not Yet
 Game ID: 17760704

Possessions

Clock
 Period: 1 Possession: 1 MSU: 0 Opponent: 0
 Play: 1 Time: 18:07
 +10 Secs +1 Sec
 -10 Secs -1 Sec

Series / Set
 Early Offense: [Dropdown]
 Offense: 1-4 Series, 1-4 Go
 Special Teams: [Dropdown]
 Special Situations: [Dropdown]
 Offense Result: O2 Offense Grade: [Dropdown]
 Defense: [Dropdown]
 Defense Result: [Dropdown] Defense Grade: [Dropdown]

Roster

Result	Rebnd	#	Player
[Dropdown]	<input type="checkbox"/>	1	Adams, John
[Dropdown]	<input type="checkbox"/>	2	Jefferson, Tom
O2	<input type="checkbox"/>	3	Washington, George
[Dropdown]	<input type="checkbox"/>	4	Franklin, Ben
[Dropdown]	<input type="checkbox"/>	5	Hamilton, Alex

Notes

Possession Buttons
 [Back] [Left] [Right] [Next] [Play] [Stop]

Miscellaneous Buttons
 [Undo] [Eraser] [Sum] [Binoculars] [Map] [Info]

Play Buttons
 [Back] [Left] [Right] [Next] [Play] [Stop]

Game ID: 17760704 [Warning] [List] [Go] [STOP]

Record: 1 of 1 [Filter] No Filter Search

BB PE BV1

(Beta Version 1)



Basketball Prototypes Case Studies

✓ Play Effectiveness

➤ Player Timer

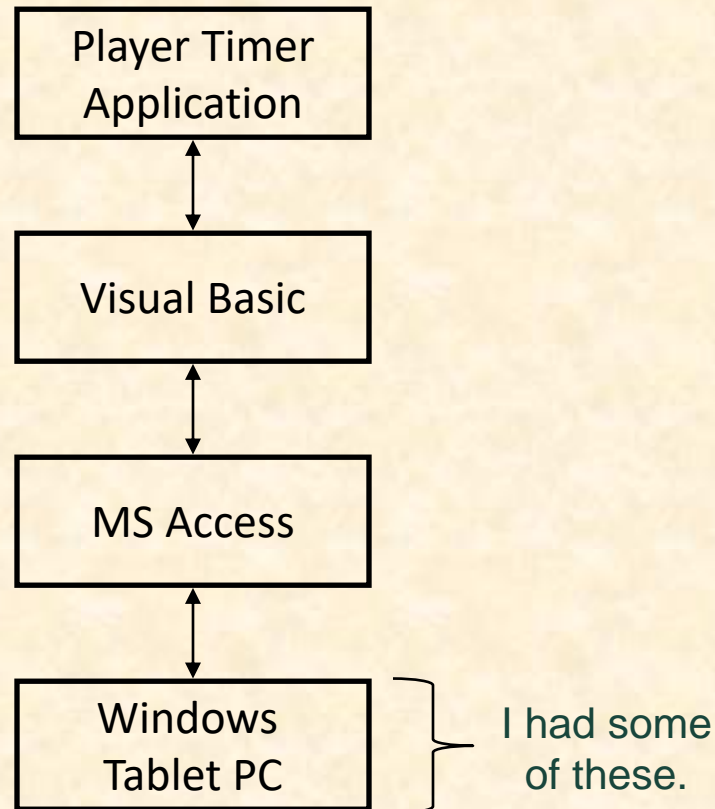


Player Timer App

- Keep Track of Player Times
- For Each Player Record
 - Minutes Played
 - Game Clock Time
 - Consecutive & Total
 - Minutes Rested
 - Wall Clock Time
 - Consecutive
- Must
 - Be Usable on the Bench, During the Game
 - Be Portable and Not Require Electrical Outlet
 - Feel Like a Pen and a Clipboard



Player Timer App



Risks

- Learning Basketball Processes
- Implementing Clocks in Windows?
 - Game Clock
 - Wall Clock
- Very Limited Screen Real Estate
 - Different Problem Than Mobile App
 - Must Feel Like Clipboard and Single Piece of Paper
- Computing and Displaying Cumulative Times
- Hidden Risk (“Danger Will Robinson!”)



Player Timer Development

- Knew Exactly What They Wanted, So...
- Designed “Final” Version
 - User Interface
 - Data Base Schema
 - Etc...
- Coded “Final” Version
- Bench Tested “Final” Version
- Field Tested “Final” Version
 - In Practice Scrimmage
 - Totally and Completely Unusable
- Scrapped “Final” Version UI and Started Over

**Huge
Mistake!**

Aside: Great Example of
Front-End / Back-End
Architecture and Design



Player Timer - Spartan Basketball Stats

Home

Period **1** Michigan State Spartans Men's Basketball Time **16:19**

Start the Clock

Activate All Warnings	Select Player	Checked Out				Check Player In / Out	Checked In			
		Time		Player			Player		Time	
		Current	Remaining	#	Name		#	Name	Current	Remaining
<input checked="" type="checkbox"/>	1	1:12	1:48			←	3	Allen	0:04	3:56
<input checked="" type="checkbox"/>	2	1:52	1:08	41	Gray	→			0:33	3:27
<input checked="" type="checkbox"/>	3	0:00	3:00	23	Green	→			0:00	4:00
<input checked="" type="checkbox"/>	4	0:00	3:00			←	40	Herzog	3:07	0:53
<input checked="" type="checkbox"/>	5	0:00	3:00	0	Ibok	→			0:00	4:00
<input checked="" type="checkbox"/>	6	0:27	2:33	1	Lucas	→			3:37	0:24
<input checked="" type="checkbox"/>	7	0:00	3:00	34	Lucious	→			0:00	4:00
<input checked="" type="checkbox"/>	8	0:00	3:00			←	2	Morgan	3:41	0:20
<input checked="" type="checkbox"/>	9	0:00	3:00	10	Roe	→			0:00	4:00
<input checked="" type="checkbox"/>	10	0:00	3:00			←	15	Summers	2:58	1:02
<input checked="" type="checkbox"/>	11	0:00	3:00			←	14	Suton	3:41	0:20
<input checked="" type="checkbox"/>	12	0:00	3:00	5	Walton	→			0:00	4:00

Start the Clock

View Game Stats Check Out All Begin the Period End the Period

Load Roster Open Exit

Form View

Player Timer

Software Updates

- Enable Clock Adjustments (While Clock Stopped)
- Enable Check In/Out By Touching
 - Check In/Out Button
 - Player Name
 - Player Slot
- Allow > 5 Players Checked In (While Clock Stopped)
- Enable Pending Check In (While Clock Running)
- Eliminate All Modal Dialog Boxes



Basketball Prototypes Case Studies

✓ Play Effectiveness

✓ Player Timer



Risks and Prototypes

✓ Risk

✓ Prototypes



Questions?

?

?

?

?

?

?

?

?

?



What's ahead?

[1 of 5]

- Upcoming Meetings

- ~~01/21, Tu: Risks and Prototypes~~
- 01/23, Th: Project Plan
- 01/24, Fr: Team Photos (8:00 a.m. – 5:00 p.m.)
- 01/28, Tu: Team Status Report Presentations
- 01/30, Th: Schedule and Teamwork
- 02/04, Tu: Team Project Plan Presentations
- 02/06, Th: Design Day Booklet Process
- 02/11, Th: Team Project Plan Presentations

10% of
Team Grade



Team Photos

[2 of 5]

- Coordinated by Prof. Mariani
- Friday, January 24, 9:00 a.m. – 5:00 p.m.
 - Schedule Has Been Distributed
 - On-Time Attendance Required by All Team Members
 - On-Time == 15 Minutes **Prior** to Scheduled Photo Time ← **Note**
 - Put on your calendar now. ← **Note**
 - Do not plan travel. ← **Note**
 - Outside of Engineering 3105 (CSE Conference Room)
 - Missing == Up to -5.0 MAPP Points
- Dress
 - Business Preferred
 - At Least Business Casual
 - Team Coordinated



What's ahead?

[3 of 5]

- Split-Hands Meetings
 - Used On Presentation Days
 - 01/28: Team Status Report Presentations
 - 02/04,11: Team Project Plan Presentations
 - Three Locations
 - Luke: 158 Natural Resources
 - Griffin: B115 Wells Hall
 - Sam: 1279 Anthony Hall
 - Find the rooms in advance.
 - Attendance Taken As Usual Including Lateness



What's ahead?

[4 of 5]

- Website, Email and Team's Messages
 - Check Constantly
 - Read Carefully
 - Not Seeing and/or Reading Email ≠ Valid Excuse
- Triage Meetings
 - Scheduled
 - Attendance & Preparation
- 02/04, 02/11: Team Project Plan Presentations
 - Slide Deck Posted Online
 - Read and Review
 - Discuss in Triage Meetings



What's ahead?

[5 of 5]

- 01/28: Team Status Report Presentations
 - Less 2 Weeks From Today ←Note
 - Split-Hands Meeting
 - Slide Deck Template Posted on Downloads Page
 - 4 Slides
 - Presentation 6 Minutes Max
 - **Must Use Windows Version of Office 365 ←Note**
 - Read Submission Instructions Carefully
 - Due by 11:59 p.m. ET, Monday, 01/27
 - Upload Two Times to Microsoft Teams
 - To General Channel File Space
Folder "Team Status Report Presentation Slide Decks"
 - To Capstone Team's Private Channel
 - Aggregated Slide Decks by TM
 - On TM's Laptop Used by All Teams
 - One or More Presenters Per Team
 - Random Order



Read Me

[1 of 2]

- Presenting

- The Status Report Presentations will be given on Tuesday, January 28.
- The purpose of your Status Report Presentation is for your team to demonstrate that you have made significant progress on your project. In particular, you will give status reports on a variety of things including the status of project sponsor contact, project sponsor meeting schedules, team meeting schedules, team organization, server systems and software, development systems and software, a brief description of the project, the status of your project plan and the initial identification of risks.
- The time limit for your presentation is 6 minutes, which will be strictly enforced. Practice your presentation to ensure that your team will finish within the allotted time of 6 minutes.
- Be ready to answer questions, including tough questions.
- We will meet in “split-hands” meetings. Luke’s teams will meet in 158 Natural Resources, Griffin’s teams will meet in B115 Wells Hall, and Sam’s teams will meet in 1279 Anthony Hall.
- Dr. D. will combine the individual team slide decks into multiple slide decks, one for each TM.
- Your TM will project the combined slide decks using their laptop, which your team will use for your presentation.
- Your team may have one or more presenters.
- The order in which the teams will present will be random.



READ ME

[2 of 2]

- **Creating and Editing**

- Read and follow the instructions in “Editing Documents and Presentations Using Office 365” of our [course syllabus](#).
- You must use this PowerPoint slide deck template as is. Do not change the number of slides unless the instructions explicitly allow you to duplicate slides. Do not change the order of the slides. Do not change the styles. Do not edit the master slides.
- Throughout the template, replace placeholders [...] with the appropriate information.
- Edit the center footer by clicking the Header & Footer button on the Insert ribbon. Change [Team Name] in the footer to your company name as in “Team TechSmith Status Report Presentation”. If necessary, extend the width of the center footer textbox on the master slide, making sure that you re-center the enlarged textbox.
- Do not include any company confidential information in your presentation.
- Delete every textbox that includes “Delete this textbox” and every slide that includes “Delete this slide.”

- **Submitting**

- All presentations must be submitted to us and to your client by 11:59 p.m., Monday, January 27.
- Name your PowerPoint slide deck file as “team-[team-name]-status-report-presentation.pptx” replacing “[team-name]” with your team’s name normalized by using all lower case, deleting non-numeric and non-alphabetic characters, and replacing blanks by dashes. Examples include “team-kohls-status-report-presentation.pptx” and “team-wk-kellogg-co-status-report-presentation.pptx”. Set File Explorer or Finder to show all file extensions to ensure that there are no blanks before the “.pptx” extension as in “team-amazon .pptx”.
- Upload your PowerPoint slide deck to the folder “Status Report Presentation Slide Decks” in our Microsoft Teams General Channel file space by 11:59 p.m., Monday, January 27. In addition, upload your slide deck to your team’s private channel file space in case your slide deck is deleted by accident from the General Channel file space. Set File Explorer or Finder to show all file extensions to ensure that there are no blanks before the “.pptx” extension as in “team-amazon .pptx”.
- Email a copy of your slide deck to your client as well by 11:59 p.m., Monday, January 27. Do not cc us on that email. Include some professional text in the body of your email to practice being a professional and to avoid having your email sent to your project sponsor’s junk folder.



Status Report Presentation

[Project Title 36pt]

The Capstone Experience

Team [Team Name 24pt]

[Team Member 1 16pt]

[Team Member 2 16pt]

[Team Member 3 16pt]

[Team Member 4 16pt]

[Team Member 5 16pt]

[Team Member 6 16pt]

Department of Computer Science and Engineering
Michigan State University

Spring 2025

Status Information:

Think clicking "**Status**" on an Amazon order.

- You bought this on Monday, January 13. Helpful?
- We're going to send this to you. Satisfied?
- People who bought this also bought.... We good?

Where the \$*(%(\$* is my order?

Delete this textbox.



Team [Team Name]

Status Report

[1 of 4]

[Project Title]

- Sponsor Overview

- Overview Point 1
- Overview Point 2
- Overview Point 3

Describe your sponsor in 30 seconds or less.

Delete this textbox and the brace to the left.

- Project Overview

- Description Point 1
- Description Point 2
- Description Point 3
- Description Point 4

Describe your project in 30 seconds or less.

What problem does it solve?

Who will use it? How will they use it?

Delete this textbox and the brace to the left.



Team [Team 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
- Project Plan Document
 - Status Point 1
 - Status Point 2
 - % Complete

Include status information.

Are all systems up and running?

Have you tested everything?

Delete this textbox and the brace to the left.

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 textbox and the brace to the left.



Team [Team 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 scheduled an in-person meeting? When?

How many times has your team met so far?

Have you scheduled team meetings? How often?

Delete this textbox and the brace to the left.

Include status information.

Who's doing what?

Delete this textbox and the brace to the left.



Team [Team 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

A “Risk” is a significant task that you need to accomplish that you currently do not know how to do. Usually, a risk is a “showstopper,” meaning if you cannot complete the task, you cannot complete your project.

“Mitigation” for a particular risk is your plan for eliminating that risk; that is, your plan for figuring out how to accomplish the task.

List only “real” risks. For example, learning new computer languages is **not** a risk for an MSU CSE student.

Give “useful” explanations of how you are going to mitigate each risk. For example, “we will learn how to do it” is **not** a useful explanation.

Delete this textbox.

