

University of Detroit Mercy
College of Engineering and Science
Department of Mathematics, Computer Science and Software Engineering

CSSE-4150 Software Engineering

Paper Requirements and Plan Format

PAPER REQUIREMENTS

You are required to read a paper on **Mobile Game Design**, and then analyze it using the questions below. You may use more than one paper if needed. Once you complete all the answers to these questions, write your own paper based on your answers using the format under *Paper Preparation*.

General Questions*

1. What is the main purpose of the paper?
2. What is the key question that the author is addressing?
3. What is the most important information (data, facts, experience) in this paper?
4. What are the main outcomes/conclusions in this paper?
5. What are the key concepts/ideas that we need to understand in this article?
6. What assumptions did the authors make?

Software Engineering Specific Questions

Any of the following questions should be ignored if not addressed by the paper.

1. What are the functional and nonfunctional requirements? If none are mentioned, use your understanding of the paper to come up with few requirements.
2. What Data, Functional, and Behavioral Models are used in this paper? If none are mentioned, use your understanding of the paper to specify suitable models.
3. How are the Data, Architecture, Interface, and Code designed? If none are mentioned, use your understanding of the paper to suggest suitable designs?
4. How is Software Testing implemented? If it is not mentioned, use your understanding of the paper to suggest suitable testing technique(s).
5. What Software Engineering Metrics are used in this paper? If none are mentioned, use your understanding of the paper to suggest suitable metrics.
6. What Software Maintenance Techniques are used in this paper? If none are mentioned, use your understanding of the paper to suggest suitable techniques.
7. How does this paper apply Software Engineering Ethics? If it does not, use your understanding of the paper and suggest a suitable application of Software Engineering Code of Ethics.
8. What Software Engineering Tools are used in this paper?

*The Miniature Guide to Critical Thinking: Concepts and Tools, Richard Paul and Linda Elder, www.criticalthinking.org

PAPER PREPARATION

When the above questions are answered, you are supposed to write a paper detailing your findings. Please **AVOID** copying parts from others' papers. Anything you have to copy must be enclosed by two quotations, and a reference must be inserted. There are some figures or tables that you cannot use without the permission of the authors. Please pay special attention to this point. The language of the paper should be correct both syntactically and semantically. You may get help from the **Writing Center** at the University.

The first page should include the title of the paper and the name of the author(s) (you or your team members). Assuming you selected the topic "*Real Time Game Development*," the rest of the paper should be organized as follows:

- **Abstract**
- **Introduction**
- **Software Requirements**
- **Data, Functional, and Behavioral Models**
- **Data, Architecture, Interfaces, and Code Design**
- **Software Testing**
- **Software Engineering Metrics**
- **Software Maintenance Techniques**
- **Software Engineering Ethics**
- **References**

You must follow the instructions for writing papers as provided by the following link:

http://www.dmin--2011.com/Downloads/IEEE_styles/IEEE_WCCI_sample_paper.pdf

RESEARCH PLAN

You are required to submit a Research Plan using the template below.

IMPORTANT DATES

Failing to abide by the deadlines below will result in losing 2 points out of 20 per deadline. Missing deadlines three times will result in rejecting the paper and a score of zero will be given.

09/10	Approving of Journal and Conference papers
09/17	Submission of Paper Plan
09/29	Checking Paper Progress and Plan by Instructor

10/20 Checking Paper Progress and Plan by Instructor
 10/27 Collect Paper
 11/10 Paper Presentation
 11/12 Paper Presentation
 11/17 Paper Presentation

Deliverables

- The original paper
- Your own paper
- Answers to the general and specific questions

**CSSE-4150 Software Engineering
 Techniques for Requirements Validation
 Research Plan Template**

Research Requirement	ACTIONS	PERIOD	Responsibility	COMMENTS
Paper Collection (9/6 – 9/18)	1. Perform different Computer Searches on the topic 2. Specify important related papers 3. Order/print papers	1. (9/4 – 9/9) 2. (9/9 – 9/16) 3. (9/16 – 9/18)	John*	
Reading the papers (9/19 – 10/03)	All	
Answering the General Questions (10/04 – 10/06)	John Andrew Steve	
Answering the Specific Questions (10/07 – 10/15)	Andrew	
Writing the Paper (10/16 – 10 -23)	All	

*Team Leader