

	<i>Time</i>	<i>Title</i>	<i>Content</i>	<i>Where</i>	<i>Portion of grade</i>
P4.0	Week 10, in class	Team pitch	Highlights of design: purpose, goals and context; key concepts; key features; design challenges. Highlights of teamwork plan: risks identified and planned mitigations.	In class at 1:00pm; PDF in advance email to staff by 9am	5%
			Teamwork contract	In repo	2%
P4.1	Week 10, end of week	Initial design	Design: all parts except evaluation	In repo	20%
			Teamwork plan (including identification of minimum viable product)	In repo	3%
P4.2	Week 11, end of week	MVP implementation	Programming: basic code only	In repo	10%
	Week 12, in class	MVP demo	Demonstration	In class at 1:00pm; URL of deployed app in advance email to staff by 9am	5%
P4.3	Week 12, end of week	Final design	Updated design document, with changes identified	In repo	5%
	Week 13, in class	Project fair	Final demonstration	In class at 1:00pm; URL of deployed app in advance email to staff by 9am	5%
P4.4	Week 13, end of week	Final delivery	All previous parts, updated with changes identified	In repo	
			Programming: all parts	In repo	25%
			Design: evaluation	In repo	5%
			Teamwork: reflection	In repo	5%
Weekly	By arrangement with mentors	Weekly mentoring meetings	Agenda, report and minutes	Location by arrangement; materials in repo	10%
	First meeting during Week 10				
	Last meeting during Week 13				
			<i>total</i>		100%

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6.170 Software Studio
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