

PROPOSAL ANATOMY

CS/ECE 3992

BASED ON SLIDES FROM AL DAVIS AND KEN STEVENS

Proposal Anatomy

- * Purpose
- * Format
- * Details

Purpose

- * Demonstrate benefit and motivation for idea
- * Show that you understand project:
 - * Business issues: market, window of opportunity, etc.
 - * Design requirements
 - * Personnel requirements
 - * Cost: NRE, materials, etc.
 - * Risks and rewards

Problem Finding

- * Computers make it easier to do a lot of things, but most of the things they make it easier to do don't need to be done.
 - * —Andy Rooney

Features

- * Normal people believe that if it ain't broke, don't fix it. Engineers believe that if it ain't broke, it doesn't have enough features yet.
- * — Scott Adams

Format

- * “Format” vs. “Formatting”
 - * Format is pretty standard even if the specific formatting can be flexible
 - * That being said, there are a few standard formatting styles that you should be aware of
 - * IEEE, ACM, Chicago Manual of Style, MLA, APA
 - * More on this later...

Overall Format

- * Title Page
- * Introduction and Motivation
- * Project Tasks
 - * Specific Task Interfaces
- * Testing and Integration Strategy
- * Group management and communication plan
- * Schedule and milestones
- * Risk Assessment
- * Bill of Materials
 - * Vendor List
- * Conclusion
- * References
 - * Cite everything - publications, web, personal advice

Basic Format - Title Page

- * Title
- * Group List
 - * Names and email contact information
- * Project Web URL: Repository for design documentation
 - * Meeting synopses
 - * Decision log
 - * Parts documentation
 - * Project proposal and reports
- * Continue next semester until project completed
 - * Start web tracking soon (as noted on class web page)

Motivation

- * **Why are you interested in this project?**
 - * common: skill development, problem need, future product zeal
 - * key: if you're psyched you'll do a better job
- * **Functional project synopsis**
 - * Describe the scope of what it is and what it will do
 - * No need for details on how it will be done
- * **How completed project will be demonstrated**
 - * Define success
 - * Aimed at general audience
 - * See if your mother can read and understand it

Project Tasks

- * **Break work into specific tasks**
 - * Each task should be easily understood
 - * Include documentation as a task!
- * **Individual task descriptions**
 - * Interfaces!
 - * Inputs and outputs - both logical and physical
 - * Function
 - * Personnel requirements per task
 - * Estimated time for completions

Interfaces

- * Each task interfaces to one or more others
 - * Interfaces must be defined, or they won't be comparable
- * HW-SW interfaces
 - * Specify HW capabilities
 - * Specify logical interfaces to SW
- * The better, and more complete, your interfaces descriptions, the more fun you'll have next fall!
 - * Surprises == problems...

Documenting Interfaces

- * The name of a Type instance is a Name instance representing the name of the Type; its value may not be a null name....The name of an Instance instance is optional, but where it exists it must not be a null name....An Instance instance with no name is always considered to have a unique name, distinct from any other Instance instance with no name.
 - * —Rational UML Document Set, Semantics, Chapter 5.2

Testing Strategy

- * Describe testing plan for each task
- * Describe integration plan
 - * How will the smaller components come together?
- * Don't even attempt to not take this seriously!
 - * “plug everything in and hope” will not work...
 - * ...and demonstrates that you're a poor engineer

Testing

- * “ It's hard enough to find an error in your code when you're looking for it; it's even harder when you've assumed your code is error-free. ”
 - * - Steve McConnell

Group Logistics

- * **Good communication is key**
- * **Weekly team meetings are required**
 - * Create a log on your project web site
 - * Time, Duration, Attendance
 - * Completion status of previous tasks
 - * Substantive points discussed
 - * Decisions made
 - * New tasks assigned (“action items”)
 - * Assessment of team progress
 - * Anything else you’ll need to refer back to

Schedule and Milestones

- * **Complete flow diagram**
 - * Show tasks, team members, completion projections, etc.
- * **Milestones**
 - * Fall is 15 weeks long...
 - * ... at least every three weeks
 - * each person needs to specify a milestone
 - * and specify how that milestone will be demonstrated
- * **This is your schedule, and part of your fall grade!**

Risk Assessment

- * Some tasks are simple, some aren't
- * Each task should have a risk assessment and mitigation plan
 - * Nature of the risk
 - * Lack of knowledge? Lack of experience? Complexity? Hard to find parts?
 - * You should minimize risk with mitigation plan
 - * What happens if the risk manifests in error?

Risk

- * “It does not do to leave a live dragon out of your calculations, if you live near him.”
 - * — J.R.R. Tolkien, The Hobbit

Bill of Materials (BoM)

- * **Complete component list**
 - * Primary vendor and secondary vendor
 - * part number, lead time, unit cost, quantity, form factor, packaging, etc.
 - * Other resources that you need
 - * Things you need from the U
 - * Other infrastructure

Vendor List

- * **Provide a detailed list**
 - * Vendor name, address, web site, etc.
 - * I might follow up... just to help avoid problems
 - * Include sales person's name if appropriate
 - * Be wary - their job is to sell
 - * Notes on anything special

Demo Description

- * Describe you you'll show off your working system
 - * Describe any additional logistics needed for a good demo
 - * Describe what parts of the system will be highlighted in the demo

Demos

- * “No matter how slick the demo is in rehearsal, when you do it in front of a live audience, the probability of a flawless presentation is inversely proportional to the number of people watching, raised to the power of the amount of money involved.”
 - * —Mark Gibbs

Conclusions

- * Assessment of dependencies between milestones
- * Synopsis of the key risk components and when they will turn low
- * Final advertisement of why this project is so cool and how amazing the demo will be
- * Technically optional in proposals, but I think it's good to tie things up

References

- * NOT optional
- * Cite everything that you use from other sources
- * Technical documents use endnotes, not footnotes
- * Use a standard citation format
 - * IEEE, ACM, Chicago, MLS, etc.

Plagiarism

- * "What a good thing Adam had. When he said a good thing, he knew nobody had said it before."
- * - Mark Twain

Background Research

- * "Google' is not a synonym for 'research'."
- * — Dan Brown

Getting Started

- * There's no such thing as writer's block. That was invented by people in California who couldn't write.

- * - Terry Pratchett