

# 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