

MIDWEST COLLEGIATE COMPUTING CONFERENCE

mwc3.org

MWC³

Systems Analysis & Design

PLEASE NOTE: The information in this overview is NOT a final version and is, therefore, subject to change. The final version will have the conference date in the logo above.

Contest Overview and Components

Teams will be given a business problem statement to analyze and design. Any widely used methodology may be used such as Object-Oriented Analysis, Structured Analysis, Information Engineering, Prototyping, etc. The business model does not have to be fully implemented; however, the system design that allows user prototyping with screen/window/web page interaction will be considered in the over-all grading. This contest is software and methodology independent.

Teams will be given the problem statement at the beginning of the contest time. Time will be allowed to read the problem statement and ask any questions in a common session. Once the question and answer time has closed, no further questions will be answered. At the end of the contest period, each team will be asked to copy their solution for judging.

Depending on the methodology chosen, use these guidelines for preparation as they will be used for judging:

Information Flow: (40%)

- Structured/Info. Engineering:** Decomposition, DFD's, Dependency and Process Action Diagrams
- Object Oriented Approach:** Use Case Diagrams, Use Case Descriptions, Sequence
and/or Activity Diagrams

Information Structure: (40%)

- Structured/Info. Engineering:** Entity Relationship Diagrams (ERD's) and Data Constraints
- Object Oriented Approach:** Class Diagrams (for objects in persistence storage) and

Prototyping: (20%)

Structured/Info.Engineering: Windows, Screens and/or Web Pages

Object Oriented Approach: Windows, Screens and/or Web Pages

Note: Any Prototype designed does not have to execute on a computer. The prototype may be prepared using any number of software packages such as Word, Paint, Access, Visual Studio, Photoshop, to name a few. Arrange your interface screens in a hierarchical or logical order that represents a user dialog with the interface screen/s. Sample data should be included on your screens.

More points will be given for a prototype that appears to be working for a given transaction or test scenario.

Contest Note: students must be capable of saving their submissions on a USB flash drive from their personal computers.

Team Composition

Individuals or teams of 2 students can register for this competition.

Skills

The problem statement will allow multiple analysis and design methodologies, which may include:

- Structured analysis
- Object-oriented analysis
- Information engineering
- Rapid application design and prototyping
- Any other widely accepted methodology

Note: Competitors are expected to utilize ONE and ONLY ONE Analysis and Design approach. Using a combination of components from both the Structured/Information Engineering approach and the Object-Oriented approach should be avoided and will be reflected in judge's score.

Scoring

The rubric for scoring will be distributed with the problem statement at the beginning of the contest time. General guidelines are in the Contest Overview above.

Schedule

See contest schedule for contest time and place. The time will include contest overview, contest work, and turn in.

Check in will begin 20 minutes before the contest begins.

Resources

Each team must have at least 1 computer to complete your project

Teams must provide their own business modeling software. This includes any CASE, I-CASE or other model-based development product. Example tools include: Oracle Designer/Developer, Unified Modeling Language, Visible Analyst, CA Cool Gen, Cool Jex, etc.

Solutions must be submitted as Microsoft Word or PDF files.