#### **SYLLABUS**

## Team Project

### University year 2025-2026

#### 1. Information regarding the programme

1.1. Higher education institution	Babeş-Bolyai University, Cluj Napoca
1.2. Faculty	Faculty of Mathematics and Computer Science
1.3. Department	Department of Computer Science
1.4. Field of study	Computer Science
1.5. Study cycle	Bachelor
1.6. Study programme/Qualification	Computer Science
1.7. Form of education	Full time

#### 2. Information regarding the discipline

2.1. Name of the dis	cipli	ne <b>Team Pro</b>	ject				Discipline code	MLE5012
2.2. Course coordin	ator				As	soc. pi	rof. phd. Dan Mircea Suciu	
2.3. Seminar coordinator					Assoc. prof. phd. Dan Mircea Suciu			
2.4. Year of study	3	2.5. Semester	5	2.6. Type of evaluation	on	С	2.7. Discipline regime	Optional

**3. Total estimated time** (hours/semester of didactic activities)

3.1. Hours per week	2	of which: 3.2 course	-	3.3 seminar/laboratory/project	2
3.4. Total hours in the curriculum	28	of which: 3.5 course	-	3.6 seminar/laboratory/project	28
Time allotment for individual study (ID) and self-study activities (SA)					
Learning using manual, course support, bibliography, course notes (SA)					2
Additional documentation (in libraries, on electronic platforms, field documentation)					3
Preparation for seminars/labs, homework, papers, portfolios and essays					15
Tutorship					2
Evaluations					2
Other activities:					
3.7. Total individual study hours 22					
3.8. Total hours per semester	50				
3.9. Number of ECTS credits 2					

#### 4. Prerequisites (if necessary)

4.1. curriculum	
4.2. competencies	Knowledge of programming in at least one high-level programming language
	Software application analysis and design

### **5. Conditions** (if necessary)

5.1. for the course	
5.2. for the seminar /lab activities	• Computer

#### 6.1. Specific competencies acquired <sup>1</sup>

 $<sup>^{1}</sup>$  One can choose either competences or learning outcomes, or both. If only one option is chosen, the row related to the other option will be deleted, and the kept one will be numbered 6.

Professional/essential competencies	development and maintenance of software systems
Transversal competencies	<ul> <li>efficient development of organized activities in an interdisciplinary group and the development of empathetic abilities for interpersonal communications, to relate to and cooperate with various groups</li> </ul>

# 6.2. Learning outcomes

Knowledge	The graduate has the necessary knowledge for using computers, developing software programs and applications, information processing.
Skills	The graduate is able to introduce new, innovative elements into the instructional-educational process if deemed useful or necessary.
Responsibility and autonomy:	The graduate is familiar with the concepts related to software modelling and is able to implement functional and non-functional requirements described in specific documents for the analysis and design of software systems.

## **7. Objectives of the discipline** (outcome of the acquired competencies)

7.1 General objective of the discipline	Acquisition of the knowledge and skills necessary for managing software development projects by developing a medium-complexity software product
7.2 Specific objective of the discipline	<ul> <li>Identification of the main elements that constitute success factors in a project</li> <li>Implementation and adherence to an Agile process for project development</li> </ul>

#### 8. Content

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8.1 Course	Teaching methods	Remarks
Bibliography		
8.2 Seminar / laboratory	Teaching methods	Remarks
Version Control Systems * Project Configuration		
* Git		

Roles and Responsibilities of	f Project Team					
Members Agile Software Developmen	t Methodologies					
Entrepreneurship						
Communication and Collabo	oration in Project					
Teams	T1-					
Project Progress Measureme Presentation Skills	nt 1001s					
Bibliography						
1. Bugzilla, http://www.bugz	Key to Scaling Agile Soft	ware De	evelopment. http://www	agile:	tt W. Ambler. Agile Model Driven modeling.com/essays/amdd.htm 4. /ed 10 June 2024.	
9. Corroborating the cont associations and represe				pister	nic community, professional	
•						
10. Evaluation						
Activity type	10.1 Evaluation criteria	a	10.2 Evaluation methods		10.3 Percentage of final grade	
10.4 Course						
10.5 Seminar/laboratory	Individual performance and involvement in the activities related to the development of a software product are evaluated.		Oral examination		100%	
10.6 Minimum standard of	performance					
•						
11. Labels ODD (Sustaina	ble Development Goals	<b>5)</b> 2				
Not applicable.						
Date:	Signature of course coordinator Sig			Sign	gnature of seminar coordinator	
15.04.2025	Assoc. prof. phd. Dan I		rcea SUCIU Assoc. prof. p		c. prof. phd. Dan Mircea SUCIU	
Date of approval:			Signatu	are of	the head of department	

Assoc. prof. phd. Adrian STERCA

<sup>&</sup>lt;sup>2</sup> Keep only the labels that, according to the <u>Procedure for applying ODD labels in the academic process</u>, suit the discipline and delete the others, including the general one for <u>Sustainable Development</u> – if not applicable. If no label describes the discipline, delete them all and write <u>"Not applicable."</u>.