Semester Project

OVERVIEW

You will work with another student to design and code an application. The project is worth 25% of your final grade and will be computed from multiple requirements including intermediate progress reports, peer evaluations and individual tasks. You will have around 7-8 weeks of engineering time. That time will go quickly, so get started immediately.

Have fun, and take a chance on being creative while putting all the new concepts and APIs you’ve learned to use.

MILESTONES

Team Assignments & Project Ideas – [ Late September ]

You’ve already received your team assignments and initial project ideas. Plan times to meet with your teammate. Scheduling around Friday lab time is often a good choice. You first goal will be to brainstorm project ideas for the project proposal write-up.

Project Proposal – [ Fri., October 8th ]

You will be submitting a short 2-3 page write-up as a team describing your project and plans. Start with the existing project idea write up. Flesh it out by giving a high level description of 2-3 key project use cases - how will a user actually use your proposed app. Next, include the following information: which core iPhone features do you expect to use; explain dependencies you have on servers, hardware requirements, and list areas with the most risk. Provide coarse project milestones and dates that you believe you can hit. You should use this later to track and assess your progress. Your project should be substantial, but not so large it can not be accomplished. The proposal should argue that not only does your application have merit, but it can be achieved in the time allotted.

Feedback – You will be presenting your proposals to an outside evaluation board during our Friday lab time. Each group needs to create a 5-7 minute presentation which they will give to the board. You will need to keep to the time limit, so focus on the most important information (and practice the presentation beforehand). The board will provide feedback as they deem appropriate.

Checkpoint #1 – [ Fri., October 29th ]

After break, begin meeting. You should spend time on architecture before writing any code. We will still have weekly labs for a couple weeks, so use this time to plan and design your application. For Checkpoint #1 each team member will submit a 1 page write-up written individually. Describe the application architecture and system's components. Enumerate the parts you will be working, how you plan to complete them, and how they fit into the system. Finally, include a short 1-2 sentence peer evaluation of your other team members performance.

Checkpoint #2 – [ Fri., November 19th ]

At this point, you should be well into writing code. For Checkpoint #2 each team member will submit a 1 page write-up written individually. Checkpoint #2 should describe the state of the project’s effort. Describe components of the application you own. What is done? what remains to be done? Explain how you plan to complete the remaining parts in the time you have left. For parts you don’t own, give a more high level overview of the status. Finally, include a short 1-2 sentence peer evaluation.
Submission and Presentations – [Fri. December 10th]

You application must be submitted for grading by Thursday December 9th, 11:59:59 EST. In addition, each team member will submit a final peer evaluation.

On Fri. December 10th each team will give a 5-10 minute presentation in class. Besides showing off your app, discuss any interesting architectural issues and design decisions. Though your application may not be entirely complete, it should be finished enough to demonstrate its core features.