

Semester Project

OVERVIEW

You will work in a team of 2-3 randomly assigned students to design and code an application. The project is worth 25% of your final grade and will be computed from multiple requirements including peer evaluations and some items to be completed individually. You will have around 4-5 weeks of engineering time. There will be intermediate checkpoints to make everything is on track.

Have fun, and take chance to be creative while putting all the new concepts and APIs you've learned to use.

MILESTONES

Team Assignments – [Tue., March 2nd]

Plan times to meet. Your first goal will be to brainstorm project ideas for the project proposal write-up.

Project Proposal – [Fri., March 12th]

You will be submitting a short 1-2 page write-up as a team describing your project and plans. You should pick an application that leverages the fact that it is on a mobile platform and explain the merits. Give a high level description of your application, including the following information: the problem you are trying to solve, your target user, application core features. Argue why putting this app on a mobile device is interesting. That is, how is this any different than just building a desktop app. 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 – When you return from break, you will be given feedback on your proposal. Feedback will focus on merit and provide suggestions to make sure you can complete the project.

Checkpoint #1 – [Fri., April 9th]

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., April 23rd]

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.

Presentations – [May 4th, and May 6th]

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.

Submit – [Thursday, May 13th]

Your application must be submitted for grading by Thursday May 13th, 11:59:59 EST. In addition, each team member will submit a final peer evaluation.