

Semester Project

You will work in 4 to 6-person teams to design and code an application. You will only have around 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.

Checkpoint #1 – [October 29, 2018]

You should spend time understanding your project and its general outline before writing code. For Checkpoint #1 you will submit a writeup (no more than 2 pages in length. Anything over 2 pages will be ignored) through the submit server. Page 1 should describe the application concept, rough architecture and system components. Consider what special resources you may need, such as a networked server, database, etc. Enumerate the work items each team member is responsible for. Page 2 should include a storyboard with screenshot mock-ups suggesting how the final app will look and how the user will navigate the app. In addition to this writeup, you should also submit a list of your team members and a comment indicating any team members whose work contribution is substantially greater or less than the average team member.

Each student should submit their own copy of the requested documents.

Checkpoint #2 – [November 12, 2018]

At this point, you should be well into writing code. For Checkpoint #2 you will submit a 1 page write-up through the submit server. Checkpoint #2 should describe the state of the project's effort. What is done? What remains to be done? In addition to this writeup, you should also submit a list of your team members and a comment indicating any team members whose work contribution is substantially greater or less than the average team member.

Each student should submit their own copy of the requested documents.

Submission and Presentations – [Week of December 3rd]

Your final application must be submitted for grading. Your application should be entirely complete at this point. After the project is submitted, each team will give a 4-minute presentation in class.