# CAPSTONE

**WMDD 4985** **2026**

# Outline

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# Support

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Both instructors are here to assist you in successfully completing your and your teams projects, communicate, problem-solve, and provide general support for you in your academic journey.

If you have questions, concerns, or need guidance, contact us through our course Slack channel or email.
We will do our best to assist you in a timely manner.

**Let's get started.** We are all here to learn about communication, collaboration, and meeting milestones as a team.

# Capstone Overview & Topic

Use this opportunity as students in this program to try something new in technology. It can be different, meaningful or impactful to you or a community.

# Capstone – The Final Project

Capstone is where you need to shine as part of a team.
The topic, demo, documentation, and roles best convey your
skills as individuals and as a team under a time constraint.
Final projects will be **presented live to the industry.**

**!**

**Your capstone project must have:**
- Project plan/schedule (Trello or JIRA)
- Documentation (concept, market analysis, real user personas, UX/UI, GitHub repo, presentation)
- Complete functioning mobile interactive prototype (MVP)
- Presentation-ready materials with data for industry review

# A word about Accountability

Don't think this is a course where you can get by doing very little or let others do the work for you. I will call you on it.

This course is where you get to **prove** yourself as an individual designer or developer who can work with a team. This course is an opportunity for you to finish **strong**.

You will be held accountable for your work. If you say you are going to do something, then do it. Keep your word and build your **reputation** as a professional. This is where you back it up. Your team needs you and you need them. Do your best.

# Readiness for Industry

Projects 1 and 2 prepared you, but you had more classes and help. Now, you still have help, but your team will have to work harder in communication, planning, weekly meetings, and reaching milestones to show the industry that you can meet the demands of the workplace.

**Plan Together:**

- Communication and collaboration displays are more important now than ever. Show us how you did this as a team.

- Be technical, be specific, don't make excuses with your team.

# Capstone Topic

Like your previous projects with constraints, the capstone project will demonstrate the team's ability to solve a real-world problem with market and industry examples, so research, data, and real references are required.

This project will showcase multiple (at least two) platform technologies utilizing hardware within the device. It is full-stack and incorporates a defined industry that should require no explanation.

***What will your software solve for the user(s)?***

**Review Past Projects on D2L**

# Capstone Project Deliverables

- Concept to completion documentation and reports
- Must have native *iOS*, or *Android* connected features
- Utilize security (authentication) and cloud services
- Advanced front/backend development
- Complete UX flow, wireframe documentation
- Full UI development-ready kit
- Print-ready proposal, branding/marketing, social media, and print promotional materials
- Working MVP-ready interactive software
- Final presentation slides + demo + live presentation



**10 Weeks**
- Team design and development time together.

**13 Weeks**
- Total time from now, until the final presentation.

# Capstone Project Expectations

## Design
Communication
Collaboration
Contribution
Design research
Development questions
IA & mind mapping
UX/UI
Marketing materials
Print assets
Website design
Weekly reporting
Project testing
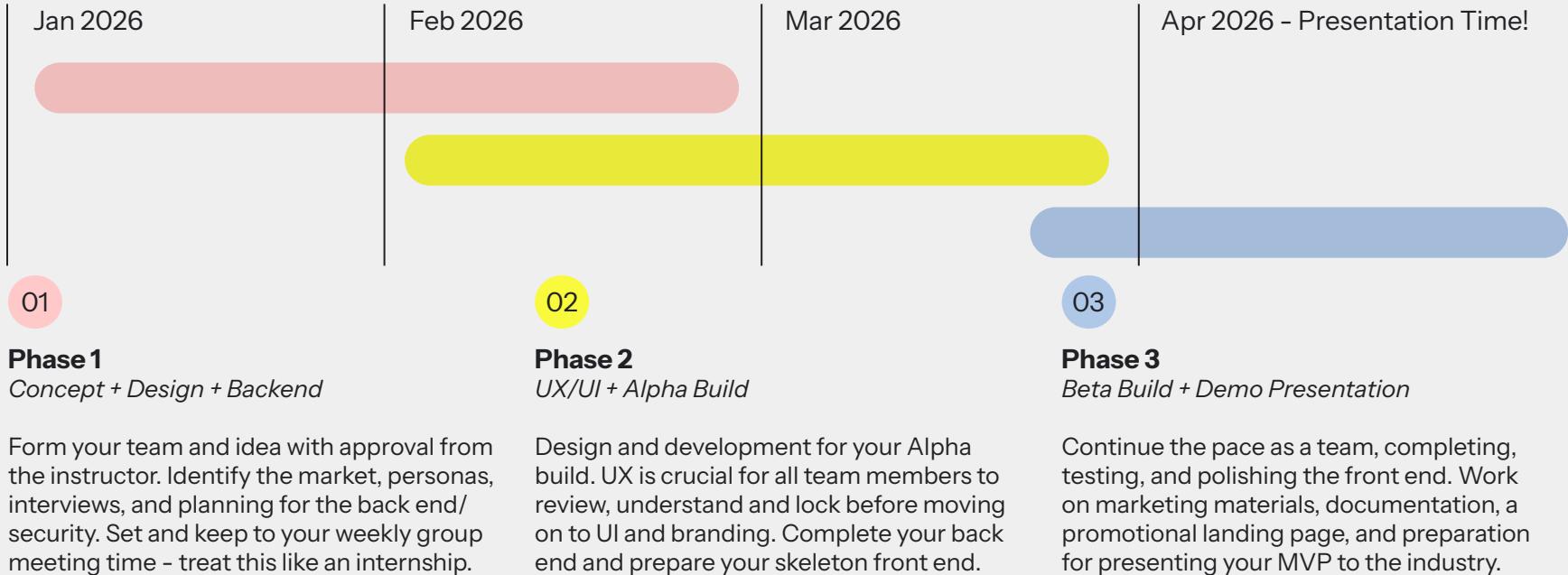
## Development
Communication
Collaboration
Contribution
Development research
Design questions
Front end/back end
GitHub management
Security
Tech overview/rationales
Code review
Weekly reporting
Project testing
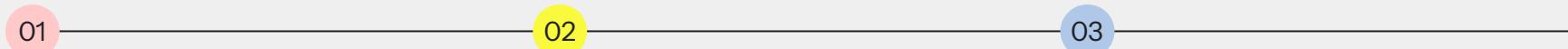
## The Team
Communication
Collaboration
Contribution
Weekly standup
Documentation
Planning milestones
Meeting milestones
Review/reflection/learning
Team work
Meeting outside of class
Weekly reporting
Project testing

# Capstone Schedule

| Jan 2026 | Feb 2026 | Mar 2026 | Apr 2026 – Presentation Time! |
|----------|----------|----------|-------------------------------|

**01**

**Phase 1**
*Concept + Design + Backend*

Form your team and idea with approval from the instructor. Identify the market, personas, interviews, and planning for the back end/ security. Set and keep to your weekly group meeting time – treat this like an internship.

**02**

**Phase 2**
*UX/UI + Alpha Build*

Design and development for your Alpha build. UX is crucial for all team members to review, understand and lock before moving on to UI and branding. Complete your back end and prepare your skeleton front end.

**03**

**Phase 3**
*Beta Build + Demo Presentation*

Continue the pace as a team, completing, testing, and polishing the front end. Work on marketing materials, documentation, a promotional landing page, and preparation for presenting your MVP to the industry.

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# Capstone Implementation Plan

01 ————————————— 02 ————————————— 03 ———————————

### Phase 1
*Research & Design/Development*

Work as a team to research, document, and plan with your other courses in mind. Capstone will be connected to some, but not all, of your WMDD courses.

### Phase 2
*UX/UI & Development*
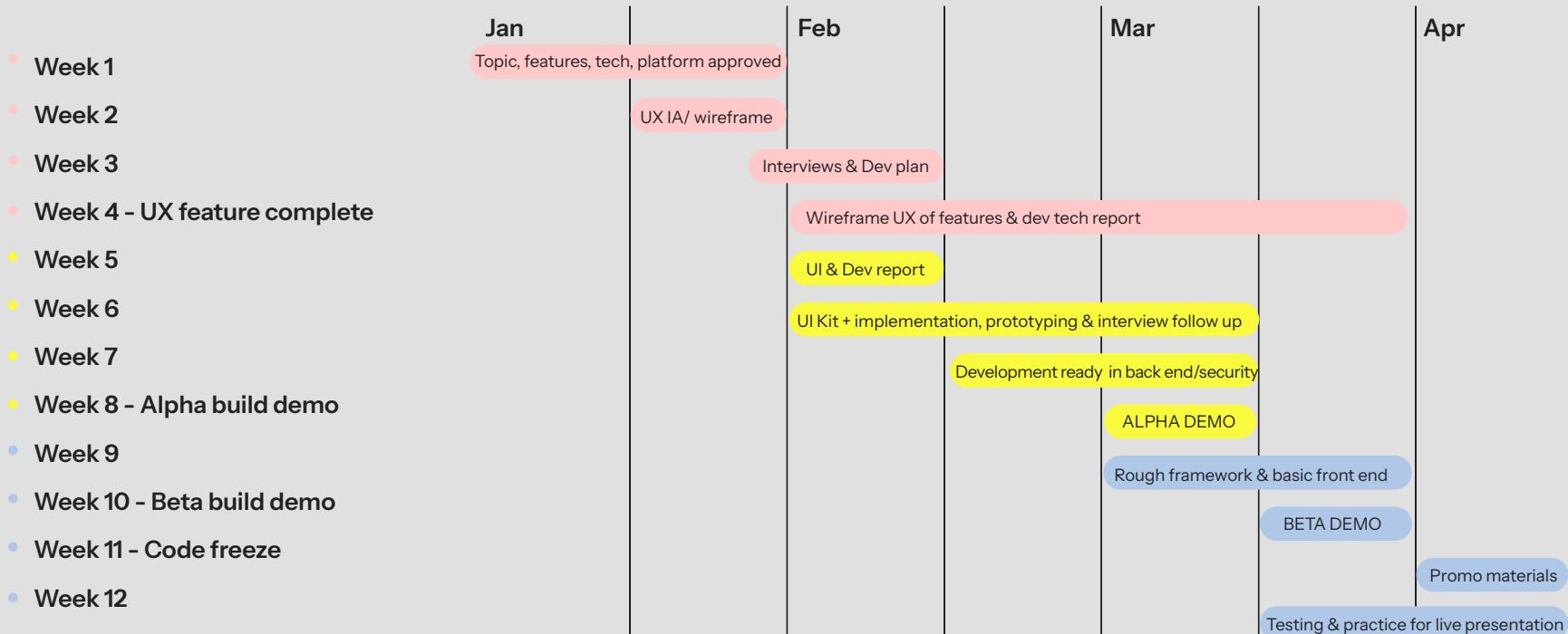
Work as a team, preparing the design and development side of your project to meet the weekly milestones. Communicate on Slack and document your work.

### Phase 3
*Marketing & Demo*

Final phase of polish. Keep to your plan so the team is not crunching to meet the final deadline. It shows when a team remains on time and is not overworked.

# Capstone Milestones

01 **Phase 1**  02 **Phase 2**  03 **Phase 3**

| | Jan | Feb | Mar | Apr |
|---|---|---|---|---|

- Week 1
- Week 2
- Week 3
- Week 4 – UX feature complete
- Week 5
- Week 6
- Week 7
- Week 8 – Alpha build demo
- Week 9
- Week 10 – Beta build demo
- Week 11 – Code freeze
- Week 12

Topic, features, tech, platform approved

UX IA/ wireframe

Interviews & Dev plan

Wireframe UX of features & dev tech report

UI & Dev report

UI Kit + implementation, prototyping & interview follow up

Development ready  in back end/security

ALPHA DEMO

Rough framework & basic front end

BETA DEMO

Promo materials

Testing & practice for live presentation

# Expectations are high, very high.

You have 12 weeks from concept to beta; planning and coordination are key to success.
The project simulates a real-life industry workflow environment. Your instructors are your Producers/ Directors and guides—*use them wisely!*

Focus on achieving industry-level quality with a working MVP within the time frame. Find something that you are all passionate about. You're creating content for your Portfolio.

**You're creating content for your Portfolio.**

# Come up with a plan as a team.

Everyone has a voice and contributes to the project.

*What can we do on mobile that we can't with any other software/hardware integration?*

## iOS
or
## Android

## 🤝 Brainstorm Together:

- What tech-related problem can **you** solve/service?
- Why would users use your app?
- How can your team showcase **everyone's** skills?
- What else can be shown off, device-specific, or the use of hardware/external components?
- **Who** in your project space can you speak to and showcase their frustrations addressed through software?
- How will your project make the **team** stand out?
- Monetization, compulsion loop?
- What will fit into the MVP and **project scope**? You are building a *vertical* to show off your main feature(s)

REMEMBER
# The Most Important Part.

**Ask any past Capstone team.**

**Communication** is key this semester with classes separating members. Use Slack, email, shared drive... whatever the team needs to use.

*Set team meeting times now so everyone can meet and stay in touch; this is essential for the success of your project.*

# Time to form your teams

**Thoughts?**          **Questions?**          **Project Ideas?**



You get to pick your team, but each team must have ***equal developers.***

The Capstone is a ***design and development***-heavy project, so manage your scope wisely.

# Getting Started

1. In your teams, start discussing, researching and documenting at least **three** possible projects to propose that meet all the outlined requirements.

2. Your project focus must meet the requirements of your **development** and **design** classes. Incorporate as much class content as possible. Remember, this is your final project, now is the time to shine!

3. **The team, topic, and basic plan report are due before the next class.**