

CIT 255 Team Project Outline

Goals

The goal of team project is two-fold. The first goal is the development and completion of a non-trivial Java application, of your team's choosing. The second goal is learning, at least minimally, some of the interpersonal elements of working on a team.

Requirements

Each team will take an idea and develop the idea from concept to completion.

There are a few general requirements:

- At least 5 new Java classes.
- At least 2 inheritance relationships between classes.
- At least 3 association relationships¹ between classes.
- At least 1 new Java interface.
- You must have a Graphical User Interface (GUI).

Dates

- Week 8: Form teams.
- Friday (midnight) of Week 9: Submission of contract signed by all team members.
- Weeks 13–16 - Presentation by all team members.
- Friday (midnight) of final week of classes – Submission of all project files on Blackboard:
 - Project Abstract (1-2 paragraph summary of your project)
 - Project Description (2-3 pages describing your project)
 - Source Code (Java source code for running your project)
 - Presentation Materials (presentation slides, video demonstration, etc.)

Grading

- Total Points: 100
 - Team Contract (10 points)

¹One class knows about, and holds a reference to, another class.

- Written Materials (Abstract & Description) (20 points)
- Project Presentation (40 points)
- Quality of Final Project (30 points)

Ideas from past 25501 Projects

Don't be afraid to be creative. Although these are some ideas that previous project groups in 25501 have taken on, any idea that incorporates Java programming and the general requirements listed above is valid for this project.

- Simple Games (e.g., role-playing games, Oregon Trail re-creation, etc.)
- Simple Desktop Applications (e.g., online shopping applications)
- Networked Desktop Applications (e.g., sending text messages through an online API)
- Mobile Applications (e.g., Android apps with useful functionality)