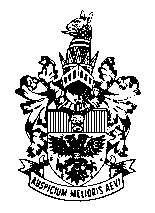
RAFFLES INSTITUTION



Founded 1823

RAFFLES PROGRAMME

Year Three Computer Elective Programme

Building Web Application with Google App Engine

Name: ( ) Class: Sec 3 ( ) Date:

|  |  |
| --- | --- |
| **Project Milestones** | **Due** |
| Proposal & One Page Project Fact Sheet | T3W10 |
| Project Pitch / Peer Critic | T3W10 |
| Application Demo | T4W2 &  T4W3 |
| Project Submission via Github | T4W3 |
| Project Report Submission | T4W4 |

**Term 3 Week 10 - Project Proposal**

With your project partner, come up with a Project Proposal document.

Include the following information:

* Project Name
* Project Team
* **Statement of the Problem:** Describe the problem you are addressing. [1 to 3 paragraphs]
  + *e.g. teachers use a lot of class lists to keep track of attendance, homework submissions and entering grades, etc.*
* **Objectives:** Describe the **goal** of your application, and how the problem can be solved with a suitable web application that you will be proposing
* **Technical Approach**: Describe the solution you are proposing. [a few paragraphs long]
  + *e.g. we will build a mobile-optimised web app in Django that will help teachers replace paper class lists. We will do this by .......*
* **External Scan**: Look around in the current apps market / ready-made / available solutions, how does your proposed app compare? How will your app be different from currently available apps, or is your app completely original.
* **Use Case Scenarios**:Describe several use cases and scenarios of how your intended audience would use your solution. [describe at least 3 use cases/scenarios]
* **Feature Listing**: List the major functions/features of your solution (with brief description of each function).
  + *e.g. teachers can manage their class lists by creating new class lists, and adding students to new and existing class lists by cutting and pasting from MS Excel*
* **Design Mockups**: Sketches / Photoshop designs of the major application screens
* **One Page Project Fact Sheet**: Prepare a one-page project fact sheet which will be used next week to give your class an idea of your project idea.
* **Measuring success**: How would you define success for this project? [1 to 2 paragraphs long]

**Submission**:

* a pdf document with your project proposal in prose

**Week 10 – Project Pitch & Critic**

Each group is to prepare a **one-page fact sheet** about your proposed project, and a **10-min project pitch**, to present to the class. The objective of the 10-min project pitch is to ‘sell’ your project idea.

Also, being an audience to groups presenting, you and your project partner will critic 2 project proposals, one assigned and another you are free to choose.

* Comment honestly on the viability of the project, and whether the project idea is too odd / remote / not likely to attract users.
* Highlight potential blindspots to the group concerned
  + E.g. Comprehensiveness of the features or features that are left out, or too many unnecessary features that may not meet the needs of the target user.
  + There’s already something like that out there in the apps market that the group may not know of.
* Give suggestions on how to scope the project
  + E.g. suggestion alternative features to better target application goals.
* Any other useful / constructive comments …

**Project Proposal Criterion**

* Problem Statement and Objectives
* Clarity and Completeness in the use case scenarios
* Design mockups/wireframe completeness
* External scan – thoroughness
* Feasibility Considerations
* Application Features well defined
* Overall Project Creativity

**Application Demo Assessment Criterion**

* [Vision] How well you have explained the aims of the application
* [User Experience] The look and feel of your application and how it handles
* [Completeness] Whether it is functional and lets users achieve the main application objectives.
  + i.e. if the applications is lets people make bets, then users should be able to make bets, manage bets, take bets, keep tally of the bets, etc.
  + if the application collects code snippets, then users should be able to upload code, find code, browse through the code repo, comment on code, etc.
  + if the application is a facility booking system, then users should be able to make a booking, update their booking, cancel a booking, find a time slot, etc.
* [Mastery] Mastery of web technologies - the inclusion of css toolkits/javascripting/jquery/ajax/processing data from external services (i.e processing json/xml/etc) to achieve non-trivial functionality i.e. if you have shown that you have used this technology to do achieve something useful
  + For example, adding in AJAX to post a form without a page reload is useful and functional, whereas adding in some JQuery to show/hide some div of text is not particularly useful (but may add to the look and feel of the application).
* [Difficulty] Complexity and difficulty of the application. We will be looking at how hard/easy the web application would be to develop.

**Project Final Deliverables**

* Deployed website url
* Full project codes upload via Github. Note that your application should have an account created for me to mark your assignment. Please use accountid: teacher / accoutpassword: teacherpass
* Include your initial project proposal (upload to github under a folder called ‘Proposal’)
* Include in a README.txt file: Acknowledgements to online sources / codes used / frameworks adopted. You are to provide the link to resources you have used outside of what is covered in class
* Include in a CRITIQUE.docx file: Critical analysis of the reach and usefulness of the completed app, and areas that could be improved upon.
* Include your Individual reflections in a folder called ‘Reflections’: One reflection per person please.
* Include in a “Presentation” folder your product pitch and application demo powerpoint slides.