

[alatorre.i02@mymail.sxu.edu](mailto:alatorre.i02@mymail.sxu.edu)

[lopez.y16@mymail.sxu.edu](mailto:lopez.y16@mymail.sxu.edu)

[villagomez.l02@mysxu.edu](mailto:villagomez.l02@mysxu.edu)

[estrada.f04@mymail.sxu.edu](mailto:estrada.f04@mymail.sxu.edu)

## CMPSC 390 – Lab 2

Group Formation & Project Proposal

### **Objective**

The goal of this lab is to form your project teams and define the software product you will build throughout the semester. This lab focuses on planning, communication, and decision-making, not coding. The decisions made here will guide your work for the rest of the course.

### Part 1: Team Formation & Company Concept

You have been placed into groups.

Begin by introducing yourselves and getting to know your teammates.

As a group, create a fictitious company that will serve as the basis for your project.

**Examples of past projects include:**

- A parking availability tracking system
- A hospital patient management system
- A cloud-based chess platform with matchmaking

**Answer the following:**

What is the company name?

MicroTrack.

What does the company do?

Our company app helps people budget their ideal amount for shopping biweekly, monthly, or yearly. To ensure teens and young adults use their money wisely during the beginning stages of adulthood.

How does the company make money? (business model)

We would also add a premium subscription where Businesses advertise their deals and their products.

We will also have our own affiliate code, which will give us commission. Or simply include any kind of ads.

## Part 2: Roles & Focus Areas

**Each group must identify a Project Manager.**

Project Manager responsibilities:

- Help coordinate meetings
- Keep the team on track
- Submit assignments to Canvas
- Communicate with the instructor

In addition, your team should think about features from two perspectives:

- Internal users (company staff, admins, internal tools)

- External users (customers, clients, public users)

**List the Project Manager and all team members.**

**Isabella Alatorre-Project Manager**

**Luis Villagomez**

**Yair Lopez**

**Fernando Estrada**

## Part 3: Feature Brainstorming

As a team, brainstorm 5–8 potential features or utilities your application could include.

- Automatic calculations
- Input Calculations
- Budgeting notifications
- Tracks price changes
- Subscription tracker for price changes
- Parent supervision
- Connection to banks

## Part 4: High-Level Project Proposal

Based on your feature ideas, create a high-level proposal describing what you plan to build.

Your application may be:

- A web application
- A mobile application
- A desktop or console application

There are no restrictions on the type of application, but remember:

You and your team are responsible for designing, building, and presenting this project.

### **Describe your proposed application at a high level**

We are building a mobile application, and our target audience is teenagers and young adults. The focus is on helping people budget the amount of money they spend on shopping. Teenagers and young adults tend to be loose with their money and don't really measure how much they spend. This app will provide a helpful way that they can track their spending and get good deals, which will overall allow them to save money

and make them financially responsible sooner rather than later. This will fix the social issue of going through adulthood not knowing how to be responsible with their finances.

## Part 5: Technology Considerations

Begin thinking about what technologies could support your project.

You are not locked into any decisions yet.

List possible technologies for:

- Frontend

[Visual Studio Code](#)

- Backend

[Java](#)

[Firebase \(Google\)](#)

- Database

[MySQL](#)

[MySQL Workbench](#)

## Deliverables

**One submission per team.**

The Project Manager should submit a single document to Canvas that includes:

- Company name and description
- Business model
- Team member list and Project Manager
- Feature brainstorm list
- High-level project proposal
- Potential technology stack options

