Fall Semester 2018:

Our senior design project is titled Prophecy. What we want Prophecy to be is a go to social/media app and website that will be based on release dates for entertainment, and the option to expand as well. Based on my academic perspective, this project will require database and user experience work. The database will be for mining release date information from multiple sources. The user experience will be to have a good way to navigate the application so people will use it. The project will also require a server to store information.

Some of the classes that I think will come into play are CS 2028: Data Structures, IT 2030C: Information Security & Assurance, CS 4092: Database Design, EECE 3093C: Software Engineering, and finally CS 5167: User Interface I. CS 2028 gave me good practical experience with coding data structures into real world applications. IT 2030C gave me a good basis and interest in safe and secure practices for web security. In CS 4092 I was able to learn more about database design strategies and how to design them myself. In EECE 3093C I learned more about software engineering as a whole and how to be a good software engineer. Lastly, I am currently enrolled in CS 5167 and I think it will be a good opportunity to apply what I learn in there to the design of our UX.

I've had two co-op experiences throughout my college career which was my first position as a research assistant for a summer and my main one which I am a developer/IT intern for Vector Solutions. As a research assistant I looked into the other side of computer viruses which is from the point of view from the attacker. My current job is still at Vector Solutions in which I work part time this semester after working for them in the Spring and Summer semesters of 2018. My experience here I think will help me apply knowledge of backend programming. Though not a co-op my mom is a graphic designer, so I have design knowledge and experience that I think will be helpful in designing the UX. These experiences will help me contribute to the design of Prophecy.

My personal motivation for this project is that I love entertainment and the excitement that it brings. One of the downsides is not always having a clear or easy way to find out when a particular movie, show, etc is being released. You will often have to go to many different sources for finding out when something is releaing Another downside is not always knowing

what your friends are looking forward to which is where the social media side comes in. It will allow people to connect their interests and even connect with old friends to go see a movie, talk about a show with them, and also play a new game together. I think this app will be great and I'm really excited to see where we get to after this.

Our preliminary approach to designing a solution will be to gather our strengths and see what parts we can really flesh out. Our expected results are to have a working phone and/or web application that will have a showcase of what the project can be capable of. We will check in with each other often to update on work accomplished. We can plan to review progress made every week or so to keep on track. It would also be a good idea to list out goals and features we'd like to see in the final product. I am very excited to work on this project.

Spring Semester 2019:

My individual contribution to this project was mainly the user interface but I was a jack of all trades when building the application because I learned the ins and outs of Xcode. Due to knowing the various functions of Xcode I was able to assist anyone if they had issues or were looking to do something in particular. I also had to learn the storyboard element of Xcode which is what the UI is based on. I was able to build on the initial assessment from last fall by setting out and applying what we were laying the groundwork for. What I did was learn how to link elements from the Xcode storyboard to the written code so we could transfer the data source to the user interface.

The obstacles we faced on this project was the fact that we were learning a new development environment in a language we weren't familiar with. This was a fun and ultimately successful challenge at the very end once it was completed. One of the major obstacles was initially linking a database to our application. Another obstacle was making sure UI elements scaled properly and had the feel that we wanted it to. This required lots of UI tweaking but we ultimately got it feeling right.