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CS5001

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Capstone Self-Assessment Essay

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 releasing. 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.