

Revised Project Proposal: Team Assignment C

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Discuss your project with your team mentor (an IA) in between submitting the original proposal and the revised proposal, your revised proposal will not be deemed "complete" until this discussion takes place.

This does not have to be an in-person meeting, teleconferencing or chat is fine, but it has to be a live conversation, not just email or piazza. **If this meeting has not yet occurred before the deadline for this assignment, submit the assignment on time anyway and include a note at the top saying you have not yet talked to your team mentor. Then submit again after the meeting, removing that note and highlighting any other new revisions.**

Revise the synopsis of your proposed project. If anything significant has changed since your original [Project Proposal](#), make sure to highlight the changes in the revised project proposal. (If *everything* has changed since the original proposal, just highlight a statement that says this at the beginning of the revised proposal, do not highlight the entire file.)

Remember your application must support multiple simultaneous users who interact directly and/or share user-visible application state, must support web and/or mobile user interface, must support authentication and authorization, and must store/retrieve user-supplied data persistently. Describe what will it do and who will be its target users. Are there multiple categories of users, e.g., buyers and sellers, characters and dungeon masters, contestants and judges, participants and moderators? *Why* will they use your system, what *value* will it provide to its users? Include several specific user stories and/or use cases. Think about what could go wrong, e.g., the user is expected to do xxx but instead does yyy, how does the system respond? Raising exceptions, crashing, etc. should not be acceptable responses.

List the technology you plan to use. This should include the programming language, web or mobile application development framework, static analysis "bug finder" tool, unit testing tool, build tool (or package manager or other tool that handles dependencies for languages that do not "build"), continuous integration tool that plays nicely with your git repository, and some persistent data store (either SQL or NoSQL).

Teams are strongly encouraged to host their applications, or backends in the case of mobile, on a cloud platform (e.g., the "free" tier on heroku, or using codes that will be provided to the class for google cloud); in any case, do not use "localhost" or an employer's facilities. Teams are also encouraged (optional) to include machine learning, data mining and/or analytics capabilities in their applications; this should involve using some available package(s), it is not necessary to understand how the algorithms work or to code the algorithms yourself.

Submit a single file describing your revised proposal. The name of this file should include the team name, e.g., FantasticFour-revisedproposal.pdf, CodeBusters_revised_proposal.txt. Do not use the same identical filename of your original proposal. Only one member of each team should submit (note

that if multiple team members submit, the most recent submission will override previous submissions by other team members). You should submit as soon as you're ready, and can resubmit repeatedly up to the deadline.

Sample Revised Project Proposals are available in Files->Sample Proposals. One full project is available at https://github.com/COMSW4156Fall2017/coms4156_jumpstart (https://github.com/COMSW4156Fall2017/coms4156_jumpstart).

Points 5

Submitting a file upload

File Types doc, docx, pdf, txt, xls, and xlsx

Due	For	Available from	Until
Oct 5, 2017	Everyone	Aug 15, 2017 at 12am	Jan 31, 2018 at 11:59pm

+ [Rubric](#)