**CS 242 Final Project Proposal Template**

**<Title>**

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1. **Abstract**
   1. **Project Purpose**  
      Creating something that we wanted but never actually trying to do. This project is based on the a most frequently emerge to us. “How badly I can do but still get an B in the class?” (Since most of the people who think this way not A student right? :D) Coming up with a syllabus parser combine with a To-do calendar format of program will surely give us a good time!
   2. **Background/Motivation**  
      Parsing is frequently being use in cs241, and cs421, so similar idea can be borrowing from previous experience. We want to do this because, final project is required in this course. No, I mean, we want to try to see how far we can go if we have an actual goal to program. We had finish something like chess, and some parsing like CS-Air, so time to have some crazy things.
2. **Technical Specifications**
   1. **Platform:** android
   2. **Programming Languages:** java
   3. **Stylistic Conventions:** CamelCase naming conventions, function signature commenting
   4. **SDK:** Java SDK 1.8
   5. **IDE:** Intellj
   6. **Tools/Interfaces:** Android
   7. **Target Audience:** student who is lazy but want to be motivated
3. **Functional Specifications**

**#All feature will be modify after actual coding, however, the center idea will still be the same.**

* 1. **Features**

**-calendar like interface**

**-adding course for important note**

**-can add note to calendar**

**-parsing the syllabus into few key point**

**-adding To-do list to the task**

**-have a task bar**

**-have a goal list bar for future event**

**\*fun part**

**-after all above function we can add EXP system to the calendar regarding to the task that you have finish and goal that you set for yourself, depends on the task work load, EXP differ.**

* 1. **Scope of project**Local file only, it is not a web base program.

1. **Timeline:**

**#key note, week 2,3, and 4 plane is really ambiguous, will be redefine as the progress goes, but the main focus still as the feature had stated in Functional Specifications.**

* 1. **Week 1**

**-Ting Huang**

**-drawing out over all structure of the program**

**-starting to parsing information about the syllabus**

**-gather information about interface design**

**-Yutong**

**-view and design structure for the calendar**

**-testing calendar interface**

* 1. **Week 2**

**-Ting Huang**

**-finishing structure for task and goal bar**

**-implement user input for parsing**

**-Yutong**

**-finishing calendar structure and ready to connect module together.**

**-starting for note function**

* 1. **Week 3**

**-Ting Huang**

**-Constructing game system**

**-Yutong**

**-algorithm for gaming system**

* 1. **Week 4**

**-Ting Huang**

**-polish all feature and making input work as plane**

**-Yutong**

**-testing all feature and making sure thing run as plane**

1. **Future Enhancements**  
   Using API to publish this program into public space and modify feature as the time goes.