

**DEPARTMENT OF COMPUTER SCIENCE AND INDUSTRIAL TECHNOLOGY**

**CMPS 401**

**Survey of Programming Languages  
Fall 2011**

**Project Application Form**

➔ PLEASE TYPE ALL INFORMATION ➔

<b>Team Name</b>	Jiminy Cricket		
<b>Leader Name</b>	Charles Madere		
<b>Member Name</b>	Joseph Gautier	Geonathan Sena	Jarrad Pinestraw
<b>Project Title</b>	Social Paint		
<b>Motivation (Problem)</b>	Develop a social HTML5 and JavaScript powered experience that also takes advantage of the Facebook API. Learn how to scale a web experience so that it works with not only small amounts of visitors at a time but also large volumes of visitors as well.		
<b>Project Description</b>	Our project will be a web application that is designed to give a social experience to the tired old paint application that everyone is used to and hasn't changed for years. The web application will integrate Facebook chat so that two or more users can talk while painting, and will feature a game similar to charades. One user is secretly told to draw a particular item, and the rest of the group will have to guess what it is and be quick about it! In order to score the most points you must guess fast and guess right.		
<b>Methodology (Approach)</b>	We believe that the web would be a better place without flawed plugins like Adobe's Flash and Shockwave and as such will develop completely in HTML5, JavaScript, and CSS, with possibly some PHP thrown in the mix as well in order to adhere to that standard. We will begin by just making sure we have a simple mspaint clone working on the web, and then begin to add the Facebook API functionality and then finally the game functionality. The project has plenty of room for expansion, such as voice support, saving/exporting the drawn images, and support for basic sounds during certain events. We are using GitHub for our source control and revision system.		
<b>References (Citations)</b>	<a href="http://dev.w3.org/html5/markup/">http://dev.w3.org/html5/markup/</a> <a href="https://developer.mozilla.org/en/javascript">https://developer.mozilla.org/en/javascript</a> <a href="http://www.w3.org/Style/CSS/">http://www.w3.org/Style/CSS/</a> <a href="http://www.php.net/">http://www.php.net/</a> <a href="https://developers.facebook.com/docs/">https://developers.facebook.com/docs/</a>		
<b>Hardware Requirements</b>	A decent desktop or laptop computer that can support modern operating systems.		
<b>Software Requirements</b>	A web browser capable of fast JavaScript and HTML5 execution. Internet Explorer, Google Chrome, Mozilla Firefox, and Opera are all recommended at their latest versions.		
<b>Approval (check one)</b>	<input checked="" type="checkbox"/> Accepted <input type="checkbox"/> Rejected		

Faculty Sponsor Signature: \_\_\_\_\_

Date: \_\_\_\_\_

Faculty Co-Sponsor Signature (if applicable): \_\_\_\_\_

Date: \_\_\_\_\_