

# PROJECT PART A

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# Summary

- Use the skills acquired inside and outside of the class and labs to create a working web application/video game out of the course projects.
- Purpose:
  - Well, it's a big chunk of your grade...
  - Working on this project should be training on how to go about approaching a design project
  - The project should yield real **results**
    - Identifying a need
    - Designing a solution
    - Building a working prototype of this solution
    - Identifying key issues around taking prototype to a useful product

# Project A Deliverables

- Proposal (max 6 pages, 11 pt font, including figures)
  1. Project title
  2. Executive abstract (50-200 words)
  3. Team (4 to 5 students)
  4. Description (see later slides)
  5. Upload to Sakai by 12am, October 25 (late submission would lead to reduction of your final grades which are determined by our mood)
- Presentation

# Description: Motivation

- What is the problem?
- What is your vision for solving the problem?
- What are your solutions?

# Description: Feature Description

- Start with 2-4 user “stories”
- Formalize with UML use cases
- Mockups: You could use balsamiq (or Google docs, or Adobe Fireworks, or Visio, or something of that sort)

# Description: Requirements

- Functional requirements
- Don't overlook the non-functional requirements
  - Performance
    - E.g., response time, accuracy of results, etc.
  - Storage requirements
  - Cost per user for deployment

# Description: Design Document

- **Architecture**: block diagram, flow charts, class diagram, database schema, etc.
- **Timeline**: key dates, effort required in number of hours, roles
- **APIs, services**: what can you exploit to get done fastest

# Description: Feasibility

- Things that may lead you to fail
  - Lack of familiarity with APIs
  - Unable to deliver on performance
  - Cost excessive
  - Existing projects
  - Too many features (prioritize)
  - Third party APIs/service may not be reliable



# Technologies

- **Tools**: SVN/Git, Google Docs, Java, IDE, ANTLR (NLP), Junit, Selenium, Lucene
- **Lirbaries**: log4j URL, Servlet engine, HTML DOM Parser, JavaScript, UI libraries, AdWords, FBAds, OpenSocial, GNIP
- **Services**: storage, search, computation

# Presentation

- October 18 to 20
- Slides ready by 10pm, October 11
- <8 mins presentation, 2 min Q&A
- Every group member needs to be present during presentation.
- You need to cover (inclusive but not restricted)
  - Feature description (maybe some UIs if you already have them)
  - Techniques
  - Timeline
- You should make your slides look pretty

# QUESTIONS?

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