CIT 255 Project Outline

Goals

The goal of the project is the development and completion of a non-trivial Java application, of you and/or your team's choosing.

Requirements

Each team (which consists of between 1–3 students) will take an idea and develop the idea from concept to completion.

There are a few general requirements:

- At least 5 new Java classes.

- At least 2 inheritance relationships between classes.

- At least 3 association relationships[1] between classes.

- At least 1 new Java interface.

- You must have a Graphical User Interface (GUI).

Due Dates

- November 20th, 2020 (midnight) – Submission of project presentation on Brightspace.

- December 5th, 2020 (midnight) – Submission of all project files on Brightspace:

    - Project Abstract (1-2 paragraph summary of your project)
    - Project Description (2-3 pages describing your project)
    - Source Code (Java source code for running your project)
    - Presentation Materials (presentation slides, video demonstration, etc.)

Grading

- Total Points: 100

    - Written Materials (Abstract & Description) (30 points)
    - Project Presentation (40 points)
    - Quality of Final Project (30 points)

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[1]One class knows about, and holds a reference to, another class.

Ideas from past 25501 Projects

Don't be afraid to be creative. Although these are some ideas that previous project groups in 25501 have taken on, any idea that incorporates Java programming and the general requirements listed above is valid for this project.

- Simple Games (e.g., role-playing games, Oregon Trail re-creation, etc.)

- Simple Desktop Applications (e.g., online shopping applications)

- Networked Desktop Applications (e.g., sending text messages through an online API)

- Mobile Applications (e.g., Android apps with useful functionality)