

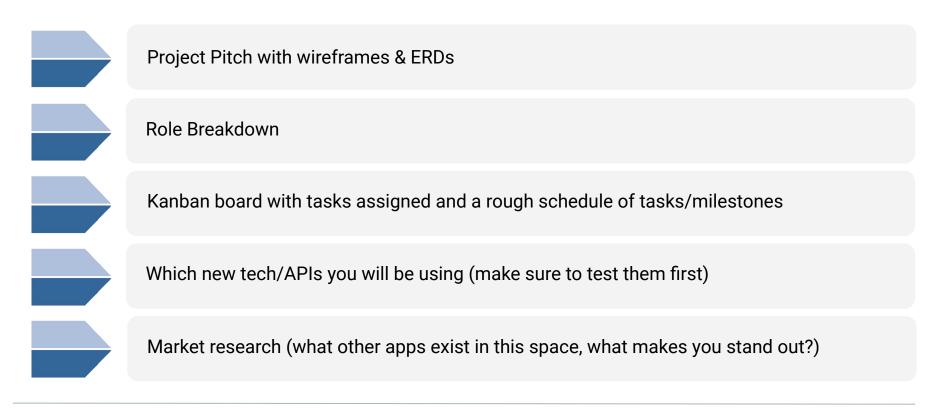
Expectations

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- We expect whatever you build to have utility.
- 2. We expect you to have market or real-world research that evidences your idea has REAL value to people.
- 3. We expect you to have done research on other web/mobile applications in your domain.
- 4. We expect you to put serious time and thought into this.
- 5. We expect you to report problems you are facing along the way.
- 6. We expect you to utilize some form of project management system.
- 7. We expect you to dig deep into documentation and external resources to learn what you need.

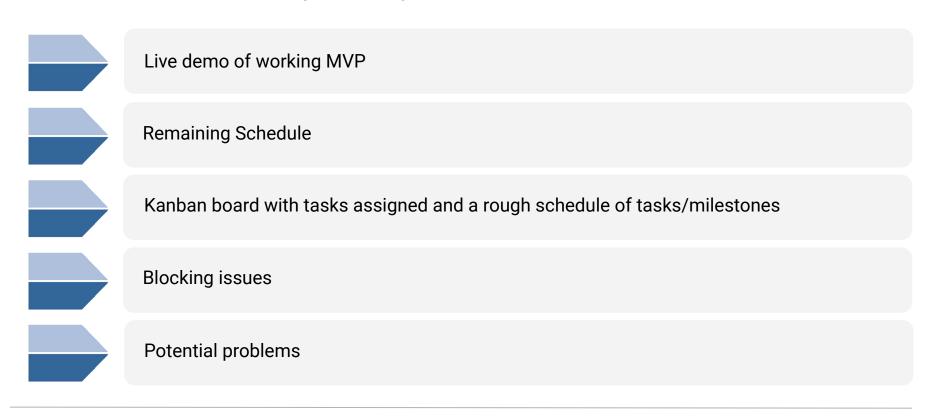
Manatee Tank One Expectations:

20 minute meeting with staff members, will discuss:

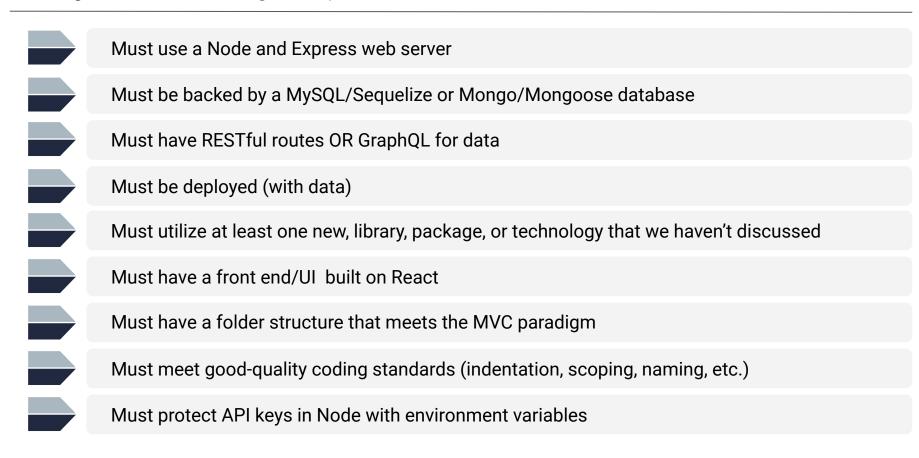


Manatee Tank Two Expectations:

Less formal meeting with just Henry, to include:



Project 3: Coding Requirements



Presentation Requirements

Your formal, 10-minute presentation must include:



Your application's overall concept



The motivation for your application's development



Your design process



Technologies used (and a brief description of how they work)



A demonstration of the application's functionality



Directions for future development



Sometimes, talking intelligently about tech > doing tech.