Template Project 1 Page

Instructions: Create a document, and edit (and delete as appropriate) the text in red during the appropriate week. Do NOT change what you have written in previous weeks! If you prefer, you may embed a Word/PDF document under each Week header. Do not link to a Google Doc; if you want to use a Google Doc you can export to PDF and embed the PDF in this page. Submit your document each week in the Project Assignment.

Week 1: Project Proposal

Planned Working Time

List at least 3 hours each week (include the date and time) **outside of class** that you will spend working on this project (with your partner, if you have a partner)

You will have and additional 1-3 hours of time during class each week to work on the project

Project Pitch

Think about how a pitch on a crowdsourced funding platform (like Kickstarter or GoFundMe) might look. You should have several paragraphs describing your project, and some “faked” screenshots. For the “faked” screenshots, you should mock-up the way the program will look when it runs, without actually writing the program. At this point, your “faked” screenshots may be hand written or typed up in a text editor; they should include a sample of program text output.

Include information about how the user interacts with the program (e.g. how does the menu-driven interaction work, or is there some other type of interaction?).

UML Diagram

Include a UML diagram or other description of the classes and interfaces you anticipate needing to write, including details about fields and methods, and class/interface responsibilities.

Learning Outcomes

Briefly outline how your project will demonstrate each of the required LOs.

- LO1: Employ design principles of object-oriented programming
- LO2: Construct programs utilizing single and multidimensional arrays
- LO3: Construct programs utilizing object and classes in object-oriented programming, including aggregation
- LO4: Construct programs utilizing inheritance and polymorphism, including abstract classes and interfaces
- LO5: Construct programs utilizing exception handling
- LO6: Construct programs utilizing text file I/O

Timeline

Create a timeline of goals to accomplish each week. You may start with the sample timeline template below, but should fill in project-specific details.

	Sample Project Timeline Goals
Week 1	• Write the project proposal. • Plan the code. Determine classes (with fields and methods) and interfaces and their responsibilities. • Begin writing project page.
Week 2	• Write code for classes X, Y, Z. • Develop test cases and test code as it is written. • Determine where exception handling is needed to ensure the program fails gracefully. • Update project page with progress details. • Submit code written so far.
Week 3	• Finish writing classes. • Test, test, test, debug, and test some more. • Update project page with progress details. • Submit code written so far.
Week 4	• Debug any remaining problems. • Create project demonstration video, including information about how each LO is used as part of the project. • Submit final code on Canvas, and add videos to project page.

Note: It is acceptable for your plan and timeline to change as you write the code.

Week 1 Additional Deliverables:

- *Deliverable 2 (Middle Developer Explanation):* Explain your Object Oriented project design in a video (each partner explains separately). Submit in **Project 1 Middle Developer Explanations (Make video at home) (https://sdccd.instructure.com/courses/2437335/assignments/19657994)** and also consider embedding the video in the project page.
- *Deliverable 3 (optional, on the Canvas **Project 1 submission (https://sdccd.instructure.com/courses/2437335/assignments/19658035)**):* If you have started writing code, submit the code you have written so far, even if it is not complete and/or has compiler errors.

Week 2: Updates

Work on your Week 2 goals from your project timeline.

Week 2 Deliverables

*Deliverable 1 (on the Canvas **Project 1 submission (https://sdccd.instructure.com/courses/2437335/assignments/19658035)**):* Submit the code you have written so far, even if it is not complete and/or has compiler errors.

Deliverable 2 (here): Update your Canvas Project 1 page from Week 1. Please add to the page - do not delete any content from Week 1:

- Share a screenshot of the text interaction with the user.
- Add a journal-like entry about your experience writing code this week to your Canvas final project page:
  - What design changes have you decided to make, and why did you make them?
  - What challenges have you encountered?
  - What do you still need to do to complete the project?
- Update your timeline goals, if needed.

Week 3: Updates

Work on your Week 3 goals from your project timeline.

Week 3 Deliverables

*Deliverable 1 (on the Canvas **Project 1 submission (https://sdccd.instructure.com/courses/2437335/assignments/19658035)**):* Submit the code you have written so far, even if it is not complete and/or has compiler errors.

Deliverable 2 (here): Update your Canvas Project 1 page from Week 1. Please add to the page - do not delete any content from Week 1 or Week 2:

- Share a screenshot of the text interaction with the user.
- Add a journal-like entry about your experience writing code this week to your Canvas final project page:
  - What design changes have you decided to make, and why did you make them?
  - What challenges have you encountered?
  - What do you still need to do to complete the project?
- Update your timeline goals, if needed.

Week 4: Project Wrap-up

Finish writing any other necessary code and debug (although hopefully you were debugging as you wrote the code!).

Week 4 Deliverables

*Deliverable 1 (on the Canvas **Project 1 submission (https://sdccd.instructure.com/courses/2437335/assignments/19658035)**):* Submit the code you have written so far, even if it is not complete and/or has compiler errors.

Deliverable 2 (here): Update your Canvas Project 1 page from Week 1. Please add to the page - do not delete any content from Weeks 1, 2, or 3:

- Share a screenshot of the text interaction with the user.
- Add a journal-like entry about your experience writing code this week to your Canvas final project page:

    - What design changes did you make during the project, and why did you make them?
    - What challenges did you encounter?
    - What could you do to expand on and improve your project?
    - If you were to start the final project from scratch, what would you do differently?
- Optionally, you may choose to share your code with your classmates by linking to your Eclipse project here.

Deliverable 3 (here): Share your video demonstration of your project and explanation of how and why the project utilized the concepts from the Learning Objectives. Aim for your video to be around 5 minutes, and do not exceed 10 minutes in length. Each partner must create their own video to demonstrate Senior Developer proficiency.

> If you have not previously demonstrated Middle Developer proficiency for a LO, use your project code to make a video for that LO. Senior Developer proficiency will not be evaluated until Middle Developer proficiency is demonstrated.