**Final Project – Introduction**

**Summary**

During the final project phase, you will work in a team on a real-world project. During the six weeks of the project, your group will go through all the software project phases, from the ideation of a concept to its implementation and presentation.

**Project Goals**

The final project will allow you to:

* Work in a group of 3-5 people to demonstrate your ability to apply and assimilate the various skills acquired throughout the course.
* Learn to structure larger applications and experience all phases of a software project. The main focus of this module is to work in a team and collaboratively create and improve a software application.

During the project you will:

* **Build** on your existing knowledge and gain new knowledge/skills.
* **Create** a cool product.
* **Gain** experience of working in a team and presenting to a professional audience.
* **Have fun!**

## Week Distribution

| Week | Dates | Topic | Content |
| --- | --- | --- | --- |
| Week 1 | 06.12 – 09.12 | "Ideation and design" | Decide project idea; mockup; user stories and feature list; first sprint planning; presentation |
| Week 2 | 13.12 – 16.12 | "Development" | Bootstrap project |
| Week 3 | 03.01 – 10.01 | "Implementation" | Core features development |
| Week 4 | 11.01 – 17.01 | "Review" | Feature freeze |
| Week 5 | 18.01 – 20.01 | "Finalize" | Documentation and Deployment |
| Week 6 | 24.01 – 27.01 | "Present" | Prepare presentation |

**Week 1 – Indicative Schedule**

**You will not write a single line of code during the first week!**

**Monday**

* Finalize teams and define team roles
* Brainstorm project ideas
* Decide on overall project concept – the details will come later!
* By end of day: Sum up your project idea in one line!

**Tuesday**

* **Revision – UI/UX Design and Prototyping**
* Define requirements and functionalities for your project.
* Develop initial documentation for your project structure and design (backend and frontend), including wireframes and detailed mockups.

**Wednesday**

* **Introduction to SCRUM and Agile Development**
* Create user stories to fit your user personas into the context of the product design
* Create feature list and project roadmap (what we want to achieve by the end of the 6 weeks if everything goes as planned)

**Thursday**

* **Introduction to GitHub Project Boards**
* Morning: Create issues / tickets for your projects, prioritize and assign responsibilities
* Morning: First sprint planning: pick items for first sprint (beginning on Monday!)
* Afternoon: Prepare a brief (10-15 minute) presentation on your project and present it to the class.

**Weeks 2-6 Indicative Schedules**

## **Week 2 - Development**

* **Bootstrap your project**
  + Setup your development environment
  + Setup your GitHub project and managements tools
  + Create tasks backlog
  + Start coding basic features

(…)

## Week 3 - Implementation

* **Core features development** 
  + Implement core MVP features
  + Application testing
  + Create documentation

## Week 4 - Review

* **Complete MVP features** 
  + Implement additional features
  + Application testing
  + Integrate documentation
  + Deploy project
  + Feature freeze by the end of the week

## Week 5 - Finalize

* **Prepare for launching** 
  + Create presentation slides
  + Integrate documentation
  + Deploy project
  + Test deployment

## Week **6** - Present

* **Prepare presentation** 
  + Complete Slides
  + Publish Documentation
  + Rehearsal final event
  + Presentation