

## CS 378 - Fall 2017 - Application Idea Paper

**Due date:** 9/28/17 by 11:59pm, late work is not accepted

**Points:** 100 points

**Submit:** A Mac Pages, PDF or Microsoft Word file.

Name your file: **Group<project-group-number>ApplIdea.<file-extension>**

Example: Group9ApplIdea.pages (Pages) or Group9ApplIdea.docx (Word)

Only one team member should submit for the group.

**Description:** A paper with the following sections that describes the application your group intends to design and build. The application you build must be worthy of the amount of time available to design and build it.

### Basic application requirements:

1. You can not enhance an existing product or something that you have already written. This must be new, from scratch development.
2. Your application must include the following:
  1. Login screen.
    1. Requires username and password.
    2. Can also include 3rd-party logins, like Facebook login.
    3. Store the username and password locally - on the device.
  2. The ability to logout.
  3. Settings screen.
    1. Define at least three behaviors and/or attributes in your app the user can modify through this screen. The app should have default settings for these.  
Examples:
      1. Attribute: color scheme - defines the background color for all your screens.
      2. Behavior: transition style - defines how views are transitioned - flipped, etc.
  4. A logo for your app.
    1. You can design and create it yourself. Or get someone to design and/or create it for you.
  5. Launch screen.
    1. Set the background color to your apps chosen color scheme.
    2. This screen should only include your apps logo in the center of the screen.
  6. AppIcon images defined.
3. Include one feature that would be a stretch to complete - if everything goes well.
4. You are free to use third party libraries - e.g. Firebase (server-side database), AlamoFire (networking), etc - but the vast majority of your application must be your own code.
5. As a minimum, your application should:
  1. Contain between 10 - 15 screens (including the Login and Settings screens).
  2. Include 6 or more major features/capabilities (including Login and Settings).

See *ExampleiOSApplIdeas.pdf* on Canvas for examples to spark your thinking.

### Required paper sections:

- One blank line between each section.
- Do not add any other sections/titles.

1. **Course Number:** <the-course-number>
2. **Group Number:** <your-group-number>
3. **Group Members:** Bulleted list of the group members with EIDs - each on a separate line.
4. **Application Name:** The name you will use for your application.
5. **General Description:** A general high-level description of your application. Don't get into many details here. Generally, max of two paragraphs, with each paragraph 4 - 8 lines long.
6. **Target Audience:** A sentence about who your target audience is, followed by a bulleted list of at least 3 reasons why you think they would be interested in your app.
7. **Target Devices:** Indicate what kind of devices you plan on targeting your app to - iPhones or iPads or both. If there isn't a specific reason to specifically target iPads only or include it in addition to iPhone, then only target iPhones.
8. **Target iOS Version:** The assumption is the latest version of iOS - in that case, put latest. Otherwise, indicate an earlier version and the reason for targeting the earlier version.
9. **Feature List:** A bulleted list of the features you plan on including in the application. Each bulleted item should include a short name for each feature, with a one to three sentence description.
10. **Development Plan:** A bulleted list for the releases - Alpha, Beta, Final.
  1. Within each release create a bulleted list of the features you plan on implementing in that release. Use the same short feature name/phrase from the feature list above. You can include a feature in more than one release, if you believe the effort required to design and/or implement it would stretch across releases.
  2. The alpha release must include the Login screen.
  3. Review the release delivery dates in the syllabus to feel comfortable about the proposed schedule. This is an initial **commitment** by your team to deliver what's defined in a given release.
  4. You should also discuss and initially agree on as a group who (individually or collectively) will design and/or implement each feature. You do not need to identify who will be doing what in this paper, but you should come to a consensus how you anticipate developing the features of the app.
  5. I realize *there could be changes to a given deliverable* as you develop your app, but any changes to feature set and/or release commitments should not be big/tectonic.

#### **Grading criteria:**

- All sections included. (5 points)
- All sections cleanly and properly formatted - bolded section titles, bulleted items, etc. (10 points)
- The quality of the idea. How well defined/formed it is. (40 points)
- The list of features. Number of features and how well defined/formed. (40 points)
- Correct file name. (5 points)

#### **Alpha/Beta/Final Release grading criteria:**

Overall:

The Alpha/Beta/Final releases will be graded on how much of the defined deliverables you actually deliver in each release; how closely what is delivered matches what was defined/proposed and the quality of the implementation - UI and code. All in equal measure.

What I am generally looking for is:

- Clean, well structured code.
- Well-defined and designed user interfaces.
- A functioning application that does what it is supposed to do.

Partial Example:

**Course Number:** CS 378

**Group Number:** 2

**Group Members:**

Ralph Cramdon	rc2435
Ed Norton	en9210
Lucille Ball	lb1554

**Application Name:** SurpriseMe

**General Description:**

This application .....

**Target Audience:**

The target audience for this application are millennials that like adventures. ...

**Target Devices:**

iPhones

**Target iOS Version:**

Latest

**Feature List:**

- Login screen: ...
- Settings screen: ...
- Feature 3: ...
- Feature 4: ...
- Feature 5: ...
- Feature 6: ...

**Development Plan:**

- Alpha Release:
  - Login screen
  - Feature 3

- Beta Release:
  - Settings screen
  - Feature 3
  - Feature 4
- Final Release:
  - Feature 5
  - Feature 6