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| **CST-105 Final Project Overview** |
| **Project Title: NFL Draft Application** |
| **Project Objective:**  Create an NFL drafting system using Java elements covered in this course. |
| **Project Description:**  Create an application where the user, an NFL team CEO, will be able to view a list of available players for each position, see individual player stats, and select players for his/her roster. The user will be able to see the list of chosen players and remove a player if they want. |
| **How the Project Supports Program Competencies:**  ***Technological literacy***  *The project requires students to demonstrate technological literacy as follows*   * *Utilize enterprise programming development tools to create a solution to a business problem.* * *Design components of an object-oriented solution*   ***Develop solution to a computational problem in a given programming language***  *The project is written solely in Java, requiring students to develop a solution to a specified computational problem in a given programming language.* |
| **List of Milestones and Brief Description of Each:**   * **Milestone Assignment:** **Create a storyboard communicating your vision for final project.**   + Create a storyboard communicating their vision/user flow for final project. * **Milestone Assignment 2: Design, implement and test the NFL Player Class**   + Create the NFLPlayer class that models an NFLPlayer as a software object * **Milestone Assignment 3: Design, implement and test the NFL Player Manager Class**   + Create a PlayerManager class that holds an array of players and includes a method called createPlayers. This method will create the players and store them in the array. * **Milestone Assignment 4: Inherited Defensive Player and Offensive Player Class**   + Modify the original storyboard and flowcharts as needed and build the user interface. * **Final Project: NFL Draft Application**   + Update and revise your project. Prepare presentation materials and demonstrate your project as directed by your instructor. |
| **Software Used:**   * **Eclipse IDE** * **A git client of your choosing.** |
| **Languages Used:** Java |
| **Systems Used:** Windows, Mac OSX, or Linux. |
| **Notes about preparing your work for submission:**   * Provide an explanation what of was changed in all commits to your Git repository. Each commit should be accompanied by a comment that starts with Milestone X, where X is the specific milestone you are submitting. * Be detailed, but direct to the point, when adding comments. Remember unnecessary comments add clutter to the script and make its readability more difficult. Comments should explain WHAT you are doing and not HOW you are doing it. * Use self-documenting names for variables, properties, methods and classes. * Every file you submit should begin with the following comment: This is my own work. <Your Name> |
| * Implementation Requirements (e.g. usability, features, technical constraints, business constraints) * Ensure that concepts and functionality discussed in class are reflected in your project. * Consult external resources and references to improve and expand your project as needed. Your instructor will guide you in this process. * Use JavaFX graphics classes. |
| * Deliverables: * Source code for final project. * Presentation and explanation of your application. |
| * What to submit for Final Project: * Push source code to your git repository. * Submit a .zip file of all deliverables to Loud Cloud. |
| * Evaluation Criteria for Final Project * The application is bug free. * The proposed application flow is reflected in the final product. * The user is able to search for players, view players stats, pick players, view his or her current players, and remove a player from the roster. * The code is well-documented. * The project makes use of an abstract class * Git repository commits are well-explained and accompanied by an appropriate comment. |