Crypto6300: An app for creating and playing cryptograms (Deliverable 1–Preliminary Work)

Background

A new customer, Boston Towers, has approached you looking for a way to keep "those meddling kids" in his neighborhood busy. As he shares their interest in secret messages, he would like you and your team to provide an app for the kids to practice creating and solving cryptograms. In addition, he would like to be able to ensure that they create fair cryptograms for each other by monitoring the results. As a first step, he would like your team to come up with a complete design for the app, expressed in UML. Luckily, the members of your team have some recent practice with this, so the team should be able to hit the ground running and produce a good design quickly.

Requirements

See the requirements in Assignment 5.

Instructions

1. **Before starting, make sure that you have completed and submitted Assignment 5.**
2. Create a directory called "`GroupProject`" in the **team repo** we assigned to you. Hereafter, we will refer to this directory as `<dir>`.
3. Create two directories, `Design-Individual` and `Design-Team`, under `<dir>`.
4. Each team member must copy both the UML design and the design information document he or she created for Assignment 5 in a directory called `<student's GT username>` under `<dir>/Design-Individual`.
5. Discuss and critique the different designs within the team.
   Important: Avoid being confrontational or defensive; keep in mind that **the goal is not to judge each other's work, but rather to come up with a good design for the system**.
6. Based on the results of the discussion, create a design on which the whole team agrees. The team design can be one of the team members' designs, possibly updated, a combination of two or more of the team members' designs, or a completely new design based on what the team members learned while doing Assignment 5 and during the design discussion.

7. Save the team design in directory `<dir>/Design-Team` as a PDF file named `design-team.pdf`.
8. Create, also in directory `<dir>/Design-Team`, a document in MD format called `design-discussion.md` with the following content:
    a. One section for each of the individual designs, called "*Design 1*", "*Design 2*", and so on, that shows that design (as an embedded figure) and discusses its main pros and cons as they emerged during the team discussion.
    b. One section for the team design, called "*Team Design*", that shows the team design (as an embedded figure), discusses the main commonalities and differences between this design and the individual ones, and concisely justifies the main design decisions. To embed the images, you will need to include the image files in your repository and use a relative link, such as (./images/image.png) within the markdown.
    c. One final section, called "*Summary*", that concisely summarizes the lessons learnt in the process of discussing the designs, in terms of design, team work, and any other aspect that the team members consider relevant.
9. Commit and push `<dir>` to your remote repository and submit the corresponding commit ID on Canvas. Only the current project manager (selected by the team) should submit the commit ID. **There is one submission for the entire team.** Please note that everyone in the team will be able to check the commit ID in Canvas after it has been submitted by the project manager and the team is jointly responsible for it being correct and on time.

Important:

- **Team members who have not submitted their individual design yet (i.e., late submitters) must not be involved in the discussion until they are done with their individual submissions (or when the late deadline has passed).**
- We will **not** use this deliverable to grade Assignment 5; in fact, we will not even look at it before we return your Assignment 5 grades. In other words, please be candid in your discussion about the individual designs and in reporting such discussion.
- **Although you may want to get feedback on your individual designs before producing the team design, this would completely defeat the purpose of this deliverable, as our comments would clearly and heavily influence the discussion within the team.**
- The fact that the system will be implemented on the Android platform should not affect your design, which should not contain Android specific elements (e.g., activities).
- The project manager, who will submit the commit ID, is selected by the team. You may change project manager for subsequent deliverables and do not need to notify us. **The team as a whole is responsible for the single commit ID submitted.** The whole team can see the submission, and should ensure that a correct ID is submitted on time.