**PROJECT PROPOSAL**

Your Project Name

Table of Contents

[Project Proposal 3](#_Toc98789868)

[Project Abstract 3](#_Toc98789869)

[High Level Requirement 3](#_Toc98789870)

[Conceptual Design 3](#_Toc98789871)

[Proof of Concept 3](#_Toc98789872)

[Background 3](#_Toc98789873)

[Required Resources 3](#_Toc98789874)

[Projet Design 4](#_Toc98789875)

[Vision 4](#_Toc98789876)

[Persona Jack, a primary school teacher 4](#_Toc98789877)

[Persona Emma, a history teacher 4](#_Toc98789878)

[Class Diagram 5](#_Toc98789879)

[Project Progress 6](#_Toc98789880)

[Week 2 Progress 6](#_Toc98789881)

## Project Proposal

### Project Abstract

This document proposes a novel application of a text message (SMS or Email) read-out and hands-free call interacted between an Android Smartphone and an infotainment platform (headunit) in a car environment. When a phone receives an SMS or Email, the text message is transferred from the phone to the headunit through a Bluetooth connection. On the headunit, user can control which and when the received SMS or E-mail to be read out through the in-vehicle audio system. The user may press one button on the headunit to activate the hands-free feature to call back the SMS sender.

### High Level Requirement

Describe the requirements – i.e., what the product does and how it does it from a user point of view – at a high level. (You can include screenshot mockup of the interface)

### Conceptual Design

Describe with text (and maybe UML diagrams) the initial design concept: Hardware/software architecture, programming language, operating system, etc.

### Proof of Concept

Link to a GitHub repository (created with the github classroom link in the Canvas assignment). In this repository include code using the same programming language and operating system and APIs needed to demonstrate the tools are going to work together. The code does not need to be extensive, but it needs to compile and run. It is ok if the code is straight from a tutorial if it is compiling and running. Include a README.MD in the main directory with instructions on how to run and compile the code.

If your project is as contribution to an open source, you need to show you can modify, compile and run the source code of the project. Simply create a README.MD with instructions on how to do it. Specify the operating system used, the compiler used and a code modification you have done.

### Background

The background will contain a more detailed description of the product and a comparison to existing similar projects/products. A literature search should be conducted and the results listed. Proper citation of sources is required. If there are similar open-source products, you should state whether existing source will be used and to what extent. If there are similar closed-source/proprietary products, you should state how the proposed product will be similar and different.

### Required Resources

Discuss what you need to develop this project. This includes background information you will need to acquire, hardware resources, and software resources. If these are not part of the standard Computer Science Department lab resources, these must be identified early and discussed with the instructor.

## Projet Design

### Vision

Product vision is simple statements that define the essence of the product to be developed. The product vision should answer three fundamental questions: What is the product to be developed? Who are the target customers and users? Why should customers buy this product? Use Moore’s vision template:

FOR (target customer)WHO (statement of the need or opportunity) **t**he (PRODUCT NAME) is a (product category)THAT (key benefit, compelling reason to buy)UNLIKE (primary competitive alternative)OUR PRODUCT (statement of primary differentiation)

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### Persona Jack, a primary school teacher

Jack, age 32, is a primary school (elementary school) teacher in Ullapool, a large coastal village in the Scottish Highlands. He teaches children from ages 9 to 12. He was born in a fishing community north of Ullapool, where his father runs a marine fuels supply business and his mother is a community nurse. He has a degree in English from Glasgow University and retrained as a teacher after several years working as a web content author for a large leisure group. Jack’s experience as a web developer means that he is confident in all aspects of digital technology. He passionately believes that the effective use of digital technologies, blended with face-to-face teaching, can enhance the learning experience for children. He is particularly interested in using the iLearn system for project-based teaching, where students work together across subject areas on a challenging topic.

### Persona Emma, a history teacher

Emma, age 41, is a history teacher in a secondary school (high school) in Edinburgh. She teaches students from ages 12 to 18. She was born in Cardiff in Wales, where both her father and her mother were teachers. After completing a degree in history from Newcastle University, she moved to Edinburgh to be with her partner and trained as a teacher. She has two children, aged 6 and 8, who both attend the local primary school. She likesto get home as early as she can to see her children, so often does lesson preparation, administration, and marking from home. Emma uses social media and the usual productivity applications to prepare her lessons, but is not particularly interested in digital technologies. She hates the virtual learning environment that is currently used in her school and avoids using it if she can. She believes that face-to-face teaching is most effective. She might use the iLearn system for administration and access to historical films and documents. However, she is not interested in a blended digital/face-to-face approach to teaching.

### Class Diagram

All existing classes or to be implemented classes should be represented. The diagram should be accompanied by text describing what is represented on the diagram. The text should be a walkthrough as if you were explaining the important things about your project to a colleague that do not understand UML well and is new to your project.

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## Project Progress

### Week 2 Progress

**Sprint Goal:** A sprint goal is a short, one or two sentences, description of what the team plans to achieve during the sprint.

**Backlog Features**

* User visible features worked on during this spring

|  |  |  |
| --- | --- | --- |
| Tasks in Sprint | Task Status at end of Sprint | Assigned To |
|  | Not Started / Partially completed / Completed |  |
|  |  |  |
|  |  |  |
|  |  |  |
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