

Project Proposal

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| PlanIt |

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| Course | **CSC 311 – Mobile Applications Development** |
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| Team Name | **Crypto2.0WeLoveAds** |
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| Team Members | **Lucas Winger** |
|  | **Joseph DeJong** |
|  | **Cheryn Lindsay** |

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| Executive Summary |
| **Your executive summary should resemble an elevator pitch: your motivation is to quickly persuade a decision maker to get involved in your project.** |
| * **What is the purpose of your project; what problem(s) does it address?** * **Why is your project important; why is it relevant? (NOTE: not in terms of the class to get a good grade)** * **Who could your project help; who is your audience or customer?** |
| The purpose of this app is to simplify organizing and manage daily plans and tasks. This will help remind users about upcoming tasks in a simpler and less complicated format than most scheduling apps.  This project is important because a lot of people have terrible time management skills and managing how you could use your time can be stressful and overwhelming. This app is relevant because we live in a fast-paced world where everyone is trying to balance every aspect of their life and this will help ease the burden of balancing work, school, and life.  The main target audience for this app would be college students as they are already trying to balance all kinds of things from clubs, school, work and etc. so they can spend less time trying to organize everything and more time doing what they want. |

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| Background and Problem History |
| * Explain the problem domain and relevant background information about your project * Provide a brief history of the problem; when did it start? What attempts have been made to solve it? * NOTE: Think in terms of your PROJECT, not in terms of this class |
| Students often struggle with keeping up on their tasks and schoolwork. Our app will aim to help students to stay on top of their coursework and work schedule. Other schedulers do exist; however, we are attempting to improve on their formula to make being a student easier. |

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| Solution |
| * How does your team plan to solve the problem? * What makes your approach different from other solutions? |
| We are going to use the location services to perfectly time notifications that ensure students make it to their classes on time. Our app will be able to see whether the user has left for their appointment and alert them if they have not. Our notifications will be flexible in their timing. Other apps have a set notification time like 15 minutes before an event; however, these notifications still trigger even when the user is already at the appointment. Our app will help by both reducing the number of pointless notifications and keeping people on time by providing notifications when they need it. |

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| Project Deliverables |
| * What will be the “product” of your team’s project? What documents will you create? |
| The final product for this project will be a fully functioning android scheduling app targeted for college students. |

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| Success Criteria |
| * How will your team define success? What aspects of your project can you quantify to objectively measure success? * NOTE: Think in terms of your PROJECT, not in terms of this class |
| The team’s success will be defined how we work with each other, its important that we all put a fair share of hard work and effort into this project. This is important in all aspects of the project from designing, redesigning, implementing, deploying, etc. We can quantify a lot of things to measure success but the greatest measure to look at is how engaged each member is in the project and how many things we change, add, or delete from initial designs. |

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| List of Required Project Resources and Materials |
| * What resources (books, websites, data sets, problem domain information sources, software, etc.) will be / have been required to complete your project? |
| W3Schools.com  StackOverflow  ChatGPT  Kotlin Programming The Big Nerd Ranch Guide |