

CS639 Spring 2018 Final Project

Description:

Some of the best college campuses are the ones with a strong sense of community. As we've seen in recent years, technology can be a great tool to build communities and bring people closer together. For your final project, you're going to do just that. In groups of 2-3, you're going to create a prototype for a college-centric social networking app that makes it easier to form a tight-knit community at Pace. Given the fact that you will only have six (6) weeks to complete the final project, it's not necessary that every feature be fully realized and built out. What's most important is how well your app's overall user experience is and how well all of the features work together. With that being said, many of the features in your app should at the very least be functioning prototypes.

Name:

Your app should have a creative name; do not just name it "CS639 Final Project App". If you cannot think of a name, you are free to use the suggested name "PacePlace" as the name for your app.

Features:

It is the responsibility of your group to decide what the scope and size of your application is going to be. As a baseline, your app should contain at least four (4) features from the list below and one feature that you come up with on your own. A list of potential features are as follows:

Feature	Required	Description
Login/Registration	Yes	Users should be able to create an account for your application and log into their account once they've registered.
User Profile	Yes	Each user should have a user profile. At a bare minimum, it should contain the user's first name, last name, email address and graduation year.
Textbook Exchange	No	Students post a description of a book they're looking to purchase as well as the class that it is for. If another student posts a matching book to the exchange, other users receive a notification.
Free Food Tracker	No	Students can list food that they're interested in receiving notifications about. If there is an event occurring on campus that is serving a food of interest, the event is brought to the user's attention.

Course Rater	No	A tool for students to rate courses at Pace as well as the professors that teach the course.
Vouch-My-House	No	A tool for rating both on-campus and off-campus housing options for Pace students. Optionally, there can be an option to rate RAs and landlords as well
Event Viewer	No	A place to post and view upcoming events on Pace's campus.
Party Planner	No	A tool to assist in planning parties on campus. Could help facilitate finding a venue, assigning marketing roles to various students, send out campus-wide invites, etc.
Homework Helper	No	A tool for students in the same class to collaborate on homework, share ideas and hold each other accountable.
Campus Map	No	Simple map of Pace's campus that highlights important buildings & landmarks with fun facts
Mentor Match	No	Tinder for mentors. Underclassmen post their major and concentration. They're then presented with different Pace upperclassmen & graduate students to choose from that might serve as a good mentor.
Roomie Matcher	No	Tinder for roommates. Students post traits and characteristics they're looking for in a roommate. They're then presented with different Pace students that match their requirements and can choose who they'd like to room with.

Important Dates:

All deadlines are 11:59pm for the following days unless otherwise stated.

- 3/30 - Establish Final Project Groups
- 4/6 - Establish Final Feature Set
- 4/13 - First Prototype
- 4/27 - Second Prototype
- 5/11 (7:40pm-8:30pm) - Final Presentation
- 5/11 - Final Prototype

Grading:

Percentage	Description
Completion - 50%	<ul style="list-style-type: none">- Does the application meet all of the requirements outlined above?- Is it stable and does it run smoothly?- How fleshed out are the incorporated features?
Design/User Experience - 20%	<ul style="list-style-type: none">- How easy is the app to use?- Is the app aesthetically-pleasing?- Is it apparent that the group put clear thought into the overall flow of the app?- How well do all of the features work together?
Code Clarity - 10%	<ul style="list-style-type: none">- How easy is it to follow the code?
Documentation - 10%	<ul style="list-style-type: none">- How well is the code base documented?- Are variables and method appropriately named?
Efficiency - 10%	<ul style="list-style-type: none">- How many lines of code are in the overall code base?- Were the appropriate data structures used to implement features?- Is the code implemented using as simple logic as possible?

Rewards:

1st Place: Five additional points to each group member's final grade.

2nd Place: Three additional points to each group member's final grade.