**Project: Design Project**

**Overview**

Work in a team to design and implement a larger scale application of your choice.

**Directions**

Start by forming a team with some of your classmates. Team size will be set during the first class, based on the class size, but each team should include 3 or 4 students.

With your team, brainstorm some ideas you would like to work on. All projects will require you to work on a design, but your choice should also try to include at least a couple of the other key topics covered in this course: event driven programming, user interfaces, data connections, concurrent programming, asynchronous programming, or networking. Since you don't know the details of these topics yet, check with your instructor on how you can incorporate them into any ideas you come up with.

Some sample project ideas include:

* Make a simple WYSIWYG (what you see is what you get) document or web page editor.
* Build a program that displays current weather forecasts for user selected cities.
* Create an address book app.

Once you have an idea, run it by your instructor to get feedback on the project's scope. They may suggest adding or removing certain features so the project can be completed within the semester.

When you have settled on an idea, submit a formal proposal for the project (see the course outline for the proposal's deadline). Your proposal should include:

* A clear description of what your project is and how it will be used. Use-case examples may help meet this requirement.
* A list of key features that will be implemented.
* Any required supporting materials. For example, if you were doing the movie database sample project, where are you getting your movie data from?
* Drawings of how your user interface will look, with notes indicating how to use it.
* An initial design for the project in UML. This design will most likely change as you work on the project, but get an initial plan in place. Strict adherence to the UML specification is not required, but your diagram should have enough information to show you've thought about some of the challenges you will meet when coding.
* Describe how you plan to divide the work among your team.

**Evaluation**

There are 3 major deliverables that will be evaluated: the proposal, the presentation, and the completed project. The project itself will be evaluated for its design, code quality and functionality.

A full break-down of how marks will be assigned is listed in the table below.

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| --- | --- |
| **Task** | **Marks** |
| **Proposal**   * **Description of the project (use-cases)** * **List of key features** * **Supporting material** * **Initial design** * **Plan to divide work** * **Clearly written** |  |