**Project Proposal (Due 2/09)**

**Last Name:**

**First Name:**

**ID#:**

1. First, briefly describe about your project including (a) overall theme with a reference/research (b) programming (e.g., a few classes, interaction etc.), and (c) user interaction (e.g., mouse, keyboard etc.).
2. Overall theme
3. Programming
4. user interaction
5. Add (or attach) a rough sketch (or drawing/wireframe) showing a storyboard of your potential project. Briefly describe about an application flow during a program run (e.g., game play).

|  |  |  |
| --- | --- | --- |
| **Shot#** | **Content** | **Thumbnail sketches (or images/wireframe)** |
| **1** |  |  |
| **2** |  |  |
| **3** |  |  |
| **4** |  |  |
| **Etc.** |  |  |

1. Add a reference relate to any information relate to your project. Please follow [APA citation guide.](https://www.ufv.ca/media/assets/academic-success-centre/handouts/APA-Quick-Bits-7th-Ed.-rev-June-2021.pdf)