CS 242 Final Project Proposal Template

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1. Abstract

1.1. **Project Purpose**

Provide poker player a mobile app to track their poker session result.

1.2. Background/Motivation

I am interested in learning more concept in mobile application development. And i like playing poker myself.

2. Technical Specifications

2.1. **Platform:** iOS

2.2. **Programming Languages:** swift or react native

2.3. **Stylistic Conventions:** (i.e. commenting, naming conventions, camelCase)

2.4. **SDK:** xcode

2.5. **IDE:** xcode

2.6. Tools/Interfaces: iPhone

2.7. **Target Audience:** iPhone users, poker players

3. Functional Specifications

3.1. Features

Tracking their live or online poker session result, generating statistical chart from user input data, provide potential improvement or advise for their game.

My focus would be on learning and creating intuitive and beautiful user interface.

3.2. Scope of project

Limited amount of targeted users

4. Timeline:

4.1. Week 1

- 1. Prototype design, user interface.
- 2. Decide which language should I use.
- 3. Design data schema and storage

4.2. Week 2

1. Implement user interface

4.3. Week 3

- 1. create fake data
- 2. plot chart from fake data

4.4 Week 4

- 1. debug
- 2. testing

5. Future Enhancements

Can analyze user's input session data from different aspects. (eg. Duration, location, game stakes?) And give user advice in real-time based on their result.