HTTP 5310 – Capstone project.

# Introduction

The capstone project is your opportunity to showcase your abilities, creativity, and overall Web development skills. As a result, your capstone should be polished, easy to use, easy to figure out, and have CRUD capabilities. It will also be responsive and accessible to people with disabilities. While we celebrate and are interested in all your ideas the following are the only capstone projects we will allow:

1. Freelancing app - projects, timekeeping, invoices, and proposals.
2. Project/class/task estimation and timekeeping
3. Appointment booking.
4. Event planning
5. Stack overflow style discussion forum.
6. E-commerce with WordPress
7. Fantasy league team creation and management.
8. Restaurant Web site with WordPress or Sitefinity
9. A mood spending application.
10. A city bike rental/return and water fountain mapping application.

Your first step is to pick one of these topics. You will begin researching the idea and develop your understanding of how it works and how you would create it. You will also have to consider the content and how you will access it. You can pick the technology stack you wish – although the more exotic stacks may cause you problems in the long run. Once you have picked your application then we will provide a complete list of user stories. You will evaluate these user stories and then come back to us with those user stories that you will build. Your goal is to do the MVP plus a bit more. The basic functions of your capstone will be:

1. User management – profile, login, rules, permissions. Admin users and registered users.
2. Content and navigation are all available via CRUD operations in an admin interface.
3. Your application will consume an external API.
4. You will use GitHub to management your development and we will check your progress every week.
5. You will also use Figma to develop a prototype for usability testing and design approval.
6. You will also keep a timesheet.

These user stories are what we will be expecting from you. There are other elements of the capstone you will have to do and we will go over these when classes start in September.

# Tips

1. You will pick the application and develop the technology. Let your interests and passions drive the content. Do something you believe people will want to use.
2. A good-looking, easy to use, application in simple technology stack is better than a clunky one using an exotic stack. If in doubt choose LAMP.
3. Be prepared to spend at least 30 hours per week on the project. Students who have spent less than that will not get the full benefit (or grade) of the capstone project.
4. Aim for the MVP first – get it working! Then make it pretty.
5. Come to our meetings every week – we are here to help you.