Project Proposal

Due date: Thursday, March 3, 2016

This project proposal has two goals: (1) to commit you to a final project team, and (2) to declare your high-level intentions for the application you build as your course final project. In your proposal, you should tell us what you plan to build, what technologies you will use, and convince us that your idea is interesting and cool. Under some circumstances we will allow you to revise your high-level application goals after the project proposal, but only with direct permission from the course instructor.

Note: Same homework late day policy applies to turning in the proposal.

Your project team

There are some restrictions on your project team:

- It is strongly recommended that your project team has two or more members.
- The difficulty of the project must scale with the size of the team. For example, teams of three or more members must complete a more sophisticated, substantial project than two-member teams.
- Class sessions on Tue 3/1 and Thu 3/3 will be devoted to giving you time to: (a) find teammates, and (b) work on your proposal.
- If you do not have a teammate, you must attend class on both Tue 3/1 and Thu 3/3 to attempt find a teammate. If you still wish to or need to work alone, you will need to discuss this with the Professor in class on Tue 3/1 for Sections B, C, or D, or 3/3 for Section A.

Requirements

You have great flexibility in your final project. Historically, most past successful projects are web application sites greater in complexity to your social network. Ideal projects are scalable in size so that you can adapt to changing requirements as you work on your projects. Even the best-planned projects run into technical difficulties, project partners get sick, OS checkpoints are due, etc. Once you have a basic project idea you should think about how you might scale the project to be bigger or smaller as necessary. What features could you eliminate without breaking the cohesiveness of the application? What features are critical? If the project might be too small, how might you add complexity to make it a more appropriate size? We strongly encourage you to explore what new technologies you can incorporate into this project, such as client-side frameworks, JavaScript libraries, server-side frameworks, third-party APIs, etc.

We expect most project proposals to be a dynamic web application, but you may propose other web application-related projects if you want. You might, for example, propose a substantial modification or feature addition to an existing web framework. If you propose something other than a traditional web application, please see the professor for details. Otherwise, here are some specific details and restrictions on your project:

- You must build something new. You may not turn in work you have previously done. We might allow you to extend something you have previously done, but to do this you need explicit permission from the professor.
- Your project should be sufficiently different from the social network implemented in homework to allow you to demonstrate the fundamental ideas of this course without basing your project implementation on your social network solution. Past projects based on slight extensions the social network from the homework have typically fared poorly in our grading process.
  - For example, a fitness-based social network site where you may post "workouts" instead of posts is too similar to the homework and will not be well-received.
- You may not be paid by anyone for your project work.
- You may not receive credit from another course for your project in this course.
- Your project must be interactive—typically from a web browser—and must store and retrieve data at a web server. Users may interact with your application from non-browser clients (such as a mobile application) but if so you should describe your intended client in your project proposal.
- You may use any technologies you want for your project, but you should justify your choice of technologies if you do not use the technologies we've used in this course.

Turning in your proposal

One (and only one!) member of your team should turn in the proposal in their repository as a PDF named `proposal.pdf` in the `proposal/` directory. Your proposal should be a short (about 1 page) high-level description of your project. Your proposal may include simple mock-ups of the user interface if you think they will help describe your ideas.

Make sure that your proposal includes (at least) the following information:

- The name and Andrew IDs of all of your team members.
- Your project description.
- The technologies you plan to use (and a brief justification of each).

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[YOUR-ANDREW-ID]/proposal/

    |-- proposal.pdf
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