CSIS-1410 Assignment Team Project

Learning Objectives:

- review and solidify concepts we have studied in CSIS1410
- design and implement a project from start to finish
- write jUnit tests to validate that the code behaves as expected
- practice interpersonal skills by working with a partner
- manage your time effectively
- present a project in front of a group

Points:
max 80 points per person
See Details below.

Description:

This assignment should be completed as a team (preferably 2 maximum 3 people per team)
Together with your team mate(s) decide what program you would like to write.
This is your opportunity to show off what you can do. It should be something interesting, something that demonstrates your Java skills - something fun.
Each team will present the finished project in front of the class and students will vote for the winning project.

Requirements:

- Each project needs to be designed from scratch and it needs to be written in Java.
- each project needs to include the following:
  - a minimum of three classes
  - a graphical user interface
  - a generic collection
  - it needs to read from and write to a file
- About 1.5 the scope of an average weekly assignment for each individual. This allows some extra time for coordinating and communicating.

Remember to separate functionality from display, use methods to structure your code, and to refactor early on as you build your GUI. Pay special attention to avoid code repetition and overly long methods

Good communication, responsiveness, and reliability are important in all team setting.
Make sure to stay in frequent contact with your partner. Do what you can to fulfill your commitments. If you need some help talk to your partner. Together you might be able to come up with a solution. If you can't resolve a problem let me know and I help you find a way to make things work.

Note the milestones posted on Canvas. I posted them as assignments.
Please be aware that all team members are expected to contribute to each stage in the project.
Some milestones might allow you to turn in a video. Others might require you to show progress or to present in class. Please give an effort to be in class at each of those situations.
If you have an important reason to miss one of those dates you can still get credit provided that all of the following 3 things are true:
- You let me know about your absence before the deadline.
- Your team member(s) know about your time conflict ahead of time.

- Your team member(s) show me your significant contribution to the milestone.

Turn in:

One team member turns in the zipped project code via Canvas.

Each student turns in the reflection and the work distribution