**CSE 310—Applied Programming**

**W03-Teach: Project Plan**

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| **Assigned Group Number** |  |
| **Unique Team Name** |  |

1. Select the type of project you will be creating. Place an “X” under the “Selected Column”:

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| --- | --- |
| **Project Type** | **Selected** |
| Mobile App using Kotlin (Android) or React Native |  |
| Web App using Django, React, or NodeJS |  |

1. Describe the software that you want to create.
2. Make a list of specific requirements (that is, functionality) that will be implemented in your software (add more rows if needed). Remember to include a requirement to integrate with a SQL Relational Database or a Cloud Database. Since you will not be expected to complete everything on this list, you should include some stretch requirements as well.

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| **Your Project Requirements** |
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1. Assign roles to each team member. If you have fewer than 6 people, then some team members will need to have 2 roles. Refer to the Team Project Description in I-Learn for a description of each role. Remember that every member of the team is responsible for coding. You can switch roles during the semester if desired.

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| **Role** | **Team Member Name** |
| Team Leader |  |
| Project Manager |  |
| Graphic Designer |  |
| Quality Assurance |  |
| Configuration Manager |  |
| Documentation Manager |  |

1. Each member of your team should create an account on Trello (<https://trello.com>). The team member assigned to be the Scheduler should create a board for the team project. Every team member should be invited to collaborate on the board. You must also invite your teacher to collaborate. In the board, you should provide the following 4 buckets or lists: Not Started, Working, Blocked, and Completed. As you progress through your project, you can change or add other “buckets”. An example is shown below:

Graphical user interface, application

Description automatically generated

As a team, start to add cards to the Not Started based on your understanding of the team project. Include tasks related to planning, researching, implementing requirements, and testing. Researching includes anything that you do not currently know how to do as well as the creation of prototypes. The scheduler should maintain this Trello board throughout the semester. You will need to add more cards/tasks and move existing cards/tasks to different columns as the project progresses.

Provide a web link to your Trello Board below: