CS193P: Final Project Proposal

Due Date

Your final project proposal is due no later than **Monday, May 11.** Please send your proposals via email to cs193p@cs.stanford.edu.

Overview

It's that time of the quarter where you should think about what you'll be doing for your final project. As we explained at the beginning of the class, you get to pick what you want to do for your final project. It's your choice so get those creative juices flowing and think up something new, fun and challenging to make! Is there a utility that you've always wanted but nobody ever wrote? Maybe a new kind of game that leverages the amazing OpenGL ES engine or some kind of application that takes advantage of the internet and the world of social software? Think of all the building blocks in Cocoa Touch and the iPhone OS and go wild!

Details

This week, you need to come up with a proposal for what you'll do for your final project. We'd like to see:

- a brief description (about two paragraphs or so) of what the project will be
- a bullet list of what the features are
- what we can expect to be able to do with it.

In terms of scope, we're expecting a level of complexity similar to what we've done with the Presence application. Over the course of the past weeks we've developed a pretty fully-featured application; now that you have that basis, doing something of the same scale in about 3 weeks is reasonable.

You can work either individually or in teams of 2. Working in teams of 2 will definitely allow for a more sophisticated final project, but we need to have a clear picture of who is responsible for what parts of the project. If you choose to work in a team, please include both teammate's names on the proposal with a detailed list of what each of you will be responsible for. .

Assessment Criteria

Here is a list of things we will look for when grading you on your final project.

1. Use of design patterns covered in class — for example, MVC, delegation, target-action, and so on.
2. Application polish! (We would much rather see a polished smaller app than a larger unfinished app. Pick something you can complete in 3 weeks.)
3. Robustness, a.k.a. "don't crash" — this goes along with #2.
4. Correctness. We *will* look at your code. Don't leak memory, don't have uncaught exceptions, don't have blocks of duplicated code (factor!).
5. Use of "novel" technologies covered (or not) in class. But again remember #2.
6. General cool factor. This is your chance to show off and shine — impress us!