

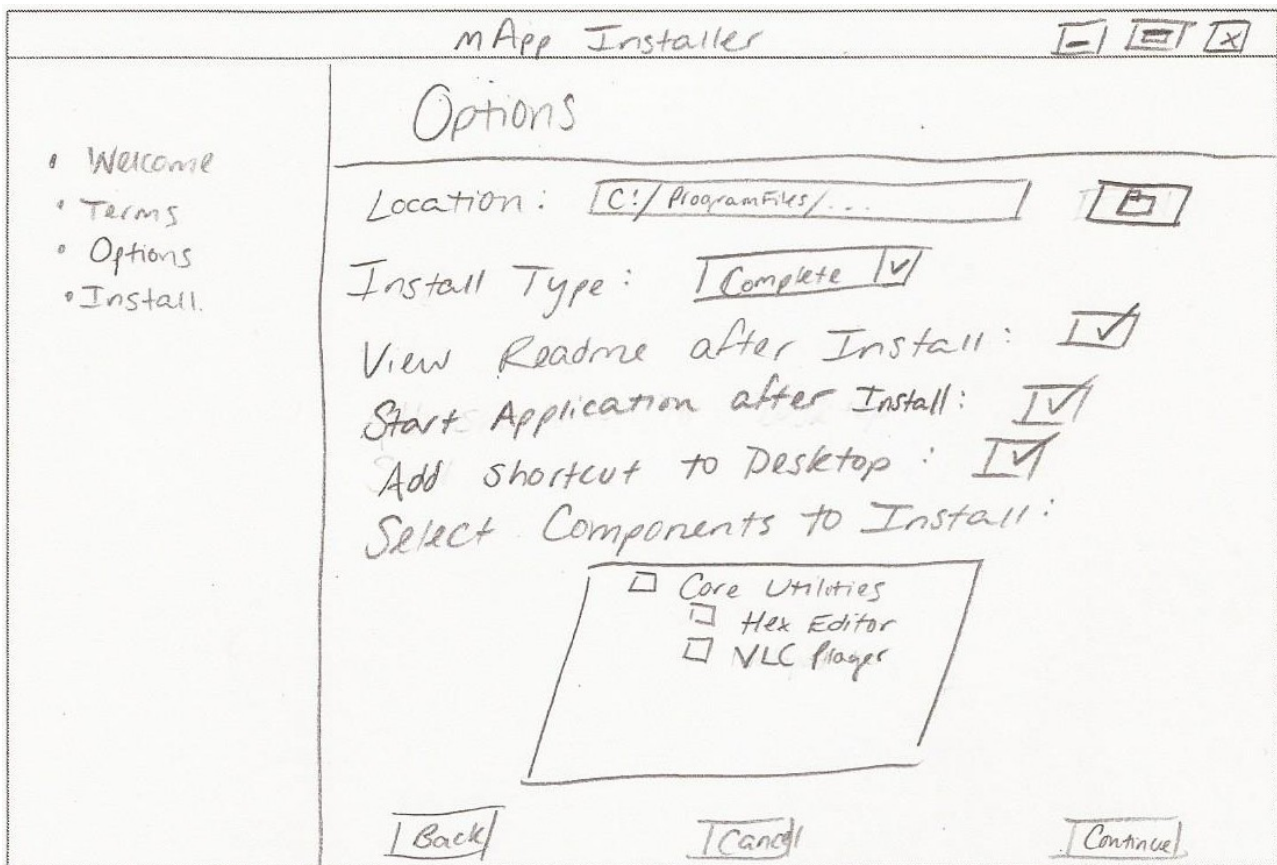
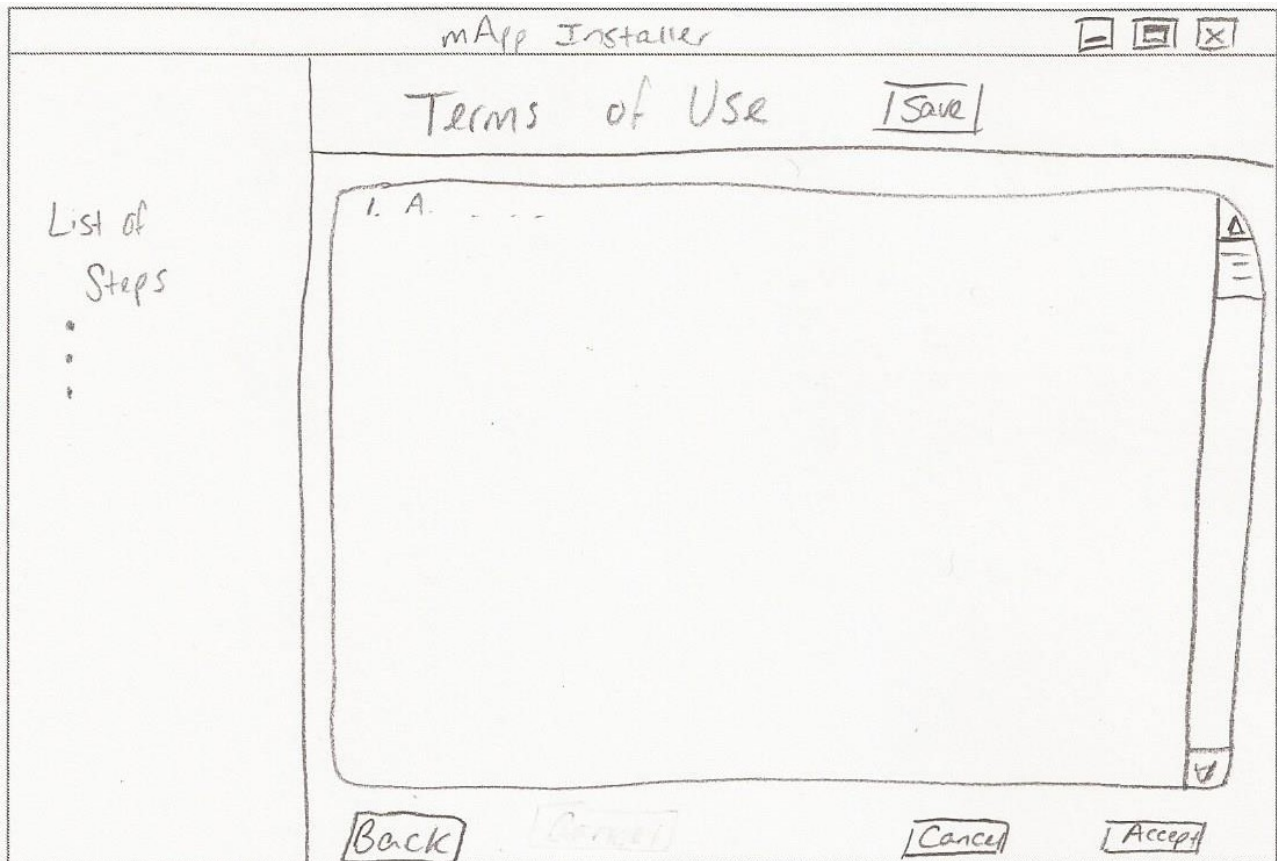
1. Application Installer

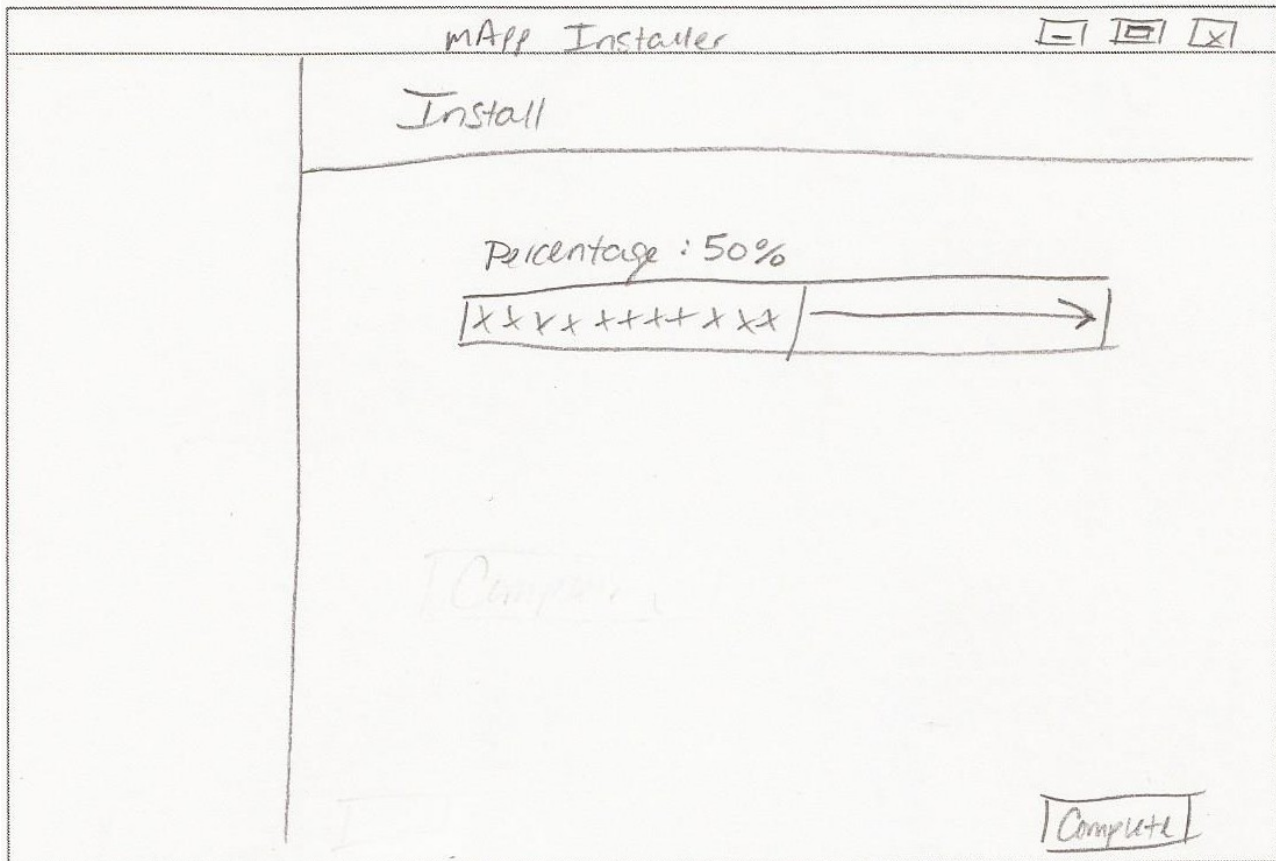
End User: Computer Application Users

Traditional application installers generally hide important options in favor of using generic default values. These default values are perfectly acceptable for most basic end-users, but are usually a nuisance for expert users. Since I use a solid state drive for my main operating system and a 750Gb hard drive for my data, I prefer to install all applications onto my hard drive. This preserves space on my solid state and keeps the drive from unnecessary read and write operations on particular logical block addresses. Often times I am disappointed by many basic installers because they lack the ability to choose the location where you would like to install the program. Sometimes the installers have the option, but they are hidden which causes user to have to search out the feature. Often times, the installers have unfamiliar behavior and a button click could cause the install to start without the location being changed. There does not appear to be any consistency among various installers or between various versions of some company's own installers.

My installation program will have all common settings on the same, simple screen. These values will be filled with default generics, but can also be easily manipulated by the user so that both experienced and inexperienced users will have no difficulty learning or utilizing my installer. This will allow for easy installation and customization when desired.







2. Tic Tac Toe Game

End User: Computer Users, Beginning Gamers

Many graphical user interface implementations of the Tic Tac Toe game include extra features such as timers that cause users to feel as if they need to rush the game along. Games were designed to be fun, enjoyable, and reasonably paced. Extraneous features that are commonly found in user interfaces such as the one mentioned take away from the overall satisfaction of the finished product. If this project is selected, I will create a Tic Tac Toe game that would ideally allow users to play against the computer or another player. At the very minimum, the game should allow for a secondary player. Such game play will allow for score tracking and reporting, as well as a opponent selection screen. Choosing your opponent is not like a mode, because the game will respond the same whether you are playing against the computer or against another player. The only thing that changes, is whether or not the computer will determine where to place its "piece" or another user.

This user interface would involve a decent amount of artificial intelligence in order to play against the computer. Obviously this would all be performed internally with no extra work needing to be performed by the end-user.

Tic Tac Toe

Scores

Submit Score

View High Scores

	O	
X		

Turns: Player 1 (X)

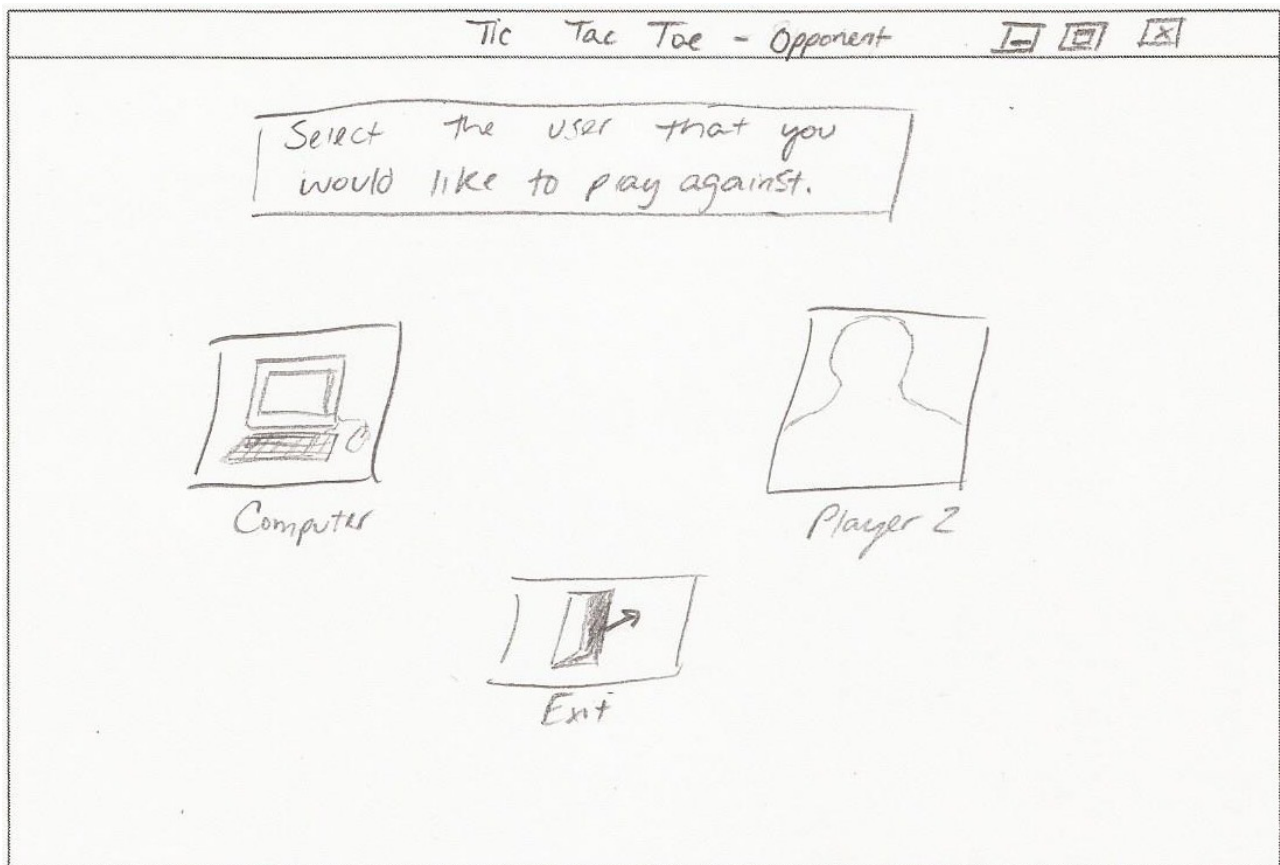
Number of Moves: 2

Turn: Player 1 (X)

Moves: 2

Tic Tac Toe - High Scores

Name	Date	Score Achieved
Mike	9/10/13	6
Michelle	9/10/13	8



3. NewPad – A Text Editing Utility

End User: Computer Users, Word Processing Users

The default notepad provided by most operating systems, especially Microsoft Windows, leaves many features to be desired. If this project is selected, I will work to develop a more competent version of the built in Microsoft Windows Notepad program. This program would allow for simple formatting of text, add useful tools that allow for inter-operating system compatibility, and simplified commands that end users desire out of the current default text editor. This will involve a detailed amount of behind the scenes string manipulation in order to satisfy user requirements and desires.

