

CENG 319 Proposal Guidelines

Due week 3 in lab class

In this software project proposal, you need to pay attention to all the requirements of the project outlines and make sure you understand all the requirements first. Here is a list of the topics you need to cover in the submission.

1. The name of the project and the team members.
2. The summary of your projects, including what kind of project you are planning to perform, and what is the background of your project. Meanwhile, what courses and the topics are related to this project. Please remember the project needs to be a real-world example and it is better to build the APP that will be supporting your hardware in CENG 317 course.
3. Technically, what is your plan to implement the APP? Where would you get the data from? How do you manage the MVC architecture of this project? What is your workload assignment for team members? I would suggest you think about the design of the system which includes at least the following screens(functions) :
 - a. Loading screen;
 - b. Log in and register screen;
 - c. Database setup and connection function;
 - d. Data display screen(s);
 - e. Setting screen and menu bar;
 - f. Sort the data in a hierarchical level, for example, main screen -> Category screen -> Detailed screens, etc.
 - g. Help screen and "About" screen;
 - h. Depends on your project, there are some other screens you may want to consider for implementation. Such as control, shopping cart, input/output message, security questions, open website, etc.
4. What is the time estimation for your project? Can you finish it on time? If there is any problem in the middle, what do you plan to do to make it back to track?
5. Are there any similar products already in the APP store? If so, please list them and mention your research findings and how your project will be different from theirs?
6. Can you list a few test cases at this stage?
7. Conclusion.
8. References (if any)

Please notice that since there are tons of open-source Android APP available online, you cannot use the other persons' code directly as your project, you can reference and learn from the code online, use the similar design architecture, but the code and project must be from your team. If students were found using too much (more than 40%) reference code from online source, it will be considered as academic integrity.

Good luck!