**Name Paul Fahey**

**CS 4750 – Senior Project Proposal**

**Problem Statement**This project will attempt to create a mobile bible application for the Android Platform. **Problem Description**The idea of this project came to me rather out of nowhere. I am a Christian, and I love to read the bible. So I thought wouldn’t it be cool to try and create a mobile application as an example of my faith. I figured that with my studies of computer science, and my dedication to scripture that a mobile application would be a project I would be willing to do. My target audience for this project is mainly friends, family, and other Christians out there.

The goal of this application is to allow someone to read the bible on their mobile device with the New American Standard Translation. Also, I would like to put it on the Android Market as a free application for anyone to get. **Project Goals and Objectives/Deliverables**

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| --- | --- | --- |
| **Feature** | **Priority** | **Doability** |
| Search | High | Most likely |
| Favorite Passages | Medium | likely |
| Bookmarks | High | likely |
| Reading history | low | unlikely |
| Android Store | medium | likely |
| Social Networking | low | unlikely |
| Reading Plans | low | unlikely |
| Note taking | medium | likely |
| Scripture Reading | High | Most Likely |
| Different Fonts (Two) | High | likely |
| Page Swipe | High | Most Likely |

**Project Scope**

I have looked through quite a bit of bible apps, and saw how I could make one different with a focused scope. I notice all the ones I looked at had quite a bit of submenus behind the main reading interface. Mine would be that everything you need is on one main screen without navigating to other screens. I noticed how most of the bible apps didn’t have a swipe feature to turn the page. Most of them just had on screen buttons to turn the page. Furthermore, in terms of search that many apps have a search feature as well as a list menu to navigate the book. The scope of this project would just have the search and not an extra list menu to navigate. To conclude, the scope of this particular bible app will focus on common features such as search, fonts, notes, bookmarks, and maybe favorite passages beings accessible on one screen without adding sub screens to make more navigation which would likely require more time to do.

**Success Factors and Benefits**

I think success will be determined by a couple of factors. First, is that can the application launch, and can someone read from it. Second, is the navigation simple? Can someone get to a passage or reading without too much trouble? A personal benefit that this project could provide is growth in my faith because I created someone that can give me more meaning to my Christian faith. For others, they can have the satisfaction of reading scripture on their mobile device free of charge. Another benefit for myself it can be something I could add to my resume for having something structured, planned out, and completed.

**Timeline**

Pre-semester work that will be needed is installing the Android Development Kit and Eclipse IDE on my workstation so it is all ready for the project time table. Once the semester has begun the first thing I would likely do its gather the scripture text files I will need via some internet research that are compatible with Android and Java. Following that, I would get started at laying out the main interface for the application, what the user will see. Next, I would start adding the features I listed in my goals one at a time and eliminate or modify them to fit the user interface layout. All these steps will include testing for compiling and application functionality from the user’s stand point. Once I have a work application, I could take the necessary steps to get it on the Android Market free of charge. **Stakeholders**There are no stakeholders for this project besides my project sponsor.

**Assumptions**This project will have a couple of assumptions up front. First, is that the code for this application will be sufficient in terms of storage space on someone’s or my own mobile device. Second this application will only be developed for the Android Platform, and only released on the Android Market if good enough. Third, this application will not be for any profit gain once it is completed. **Limitations/Restrictions**I think the biggest limitation will be time. I may not be able to include everything I want to include in the time given. In that regard, the way I would handle it is to include the features that are necessary for at least having a functional application for the consumer as described in the Objectives/Deliverables section. I think my coding experience could be a factor. I could find aspects that I may not know how to approach or complete. If this happens, I may see if it is something that could be scrapped or consult a fellow student or faculty member to figure it out.

**Resources Required**This project will require the Android development Kit provided by Google free of charge. Also, I will need Eclipse IDE from Oracle for the development kit to function properly. I will want a mobile device to compile and test the application. Furthermore, I will require text files of the New American Standard translation to be able to incorporate into the application. Lastly, I would find it useful to use Introduction to Android Application Development: Android Essentials (4th Edition) to help me with a lot of the features I want to add.

**Grade Assessment**I believe the proper way to be assessed for this project is if I have an application that works where someone can open it and read scripture using it. Can someone pick it up and the title is what it says it is. Is the interface simple enough for the consumer to use as stated throughout this document? Can the user navigation smoothly without too trouble or navigation extra screens? Does it have the most important features implemented as stated in the Objective/Deliverables section?