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Unit 4 / Lesson 3

# Capstone Project

Estimated Time: 17-19 hours

We've come to the final lesson in this course, and it's time to bring everything you've learned so far to bear on a capstone project. Over the next three assignments, you'll devise and architect your capstone project, code up a first version, get feedback, refactor a second version based on the feedback.

> For the capstone, you'll be building all or part of an MVP (minimum viable product) for a project of your choosing. Your goal should be to devise a web app with a set of features that allow users to solve a problem they have or do something interesting. The constraints for this project are high level, and it's up to you, in dialogue with your mentor, to define the overall product you'd like to build and the portions of it you will build for your capstone project.

This project is your chance to think about software development from the ground up, starting out from a problem you want your app to solve or an experience you want it to provide, then moving on to architect your solution, code it up, write tests, and refactor based on feedback. This process -- architect, code, get feedback, and refactor -- is one you can use throughout your career as a developer to get tight feedback loops between the code you write, on the one hand, and what users need and want, on the other.

## Goals

- Design an app from the ground up.

- Get more experience with domain modeling, Flask architecture, and testing web apps.
- Demonstrate your mastery of the material in this course.



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