**Project Requirements**

1. Every aspect of your software project has to be fully family friendly. This means, no violence, etc. When in doubt, make it more family friendly or ask the instructor.
2. Your software should run on the Google Android platform. This means, with your instructions, I should be able to run your code on the standard Android emulator I have installed on my machine. Similarly, with your instructions, your test cases should run on my standard JUnit installation, etc.
3. Your software should be new and exciting.
   * New means that your software has to have some aspect that is completely novel. It is not enough to just copy and paste an example project from somewhere else. This does not mean you cannot re-use any existing code. Most real-world software engineering builds on some existing code. But it is important that you clearly document which parts are yours and which parts you re-use from another source.
   * Exciting means that your software should have some aspect that is exciting. Examples include that you write a game that is fun to play or you write some utility that is appealing in some form.

Timelines

By

1/27 form teams - send email to Jessica Reece indicating teams

2/2 Present an initial concept of your project

Please coordinate with your team members. Pick a project topic and develop a vision for your project. This includes answering the following questions.

- What are our key features? Describe key features as user stories or with mock screen shots or both.

- What are our key competitors (existing programs that offer a similar functionality) and how will our product be different from these competitors?

- What are our key project risks and what will we do to mitigate these risks? Order the risks by the product of a risk's impact (if the risk becomes a reality) and its likelihood (of the risk becoming a reality). You should plan to address the risks in this order.

- What will we implement first?

I do not expect perfect or final answers to these questions. But I do expect you to provide a reasonable first version and to keep refining that throughout the project.

On 2/2, each team will give a presentation. Each team will get 8 minutes and 2 minutes for questions. The goal is for the non-presenting teams to give positive feedback. Specifically, ask clarification questions and give suggestions.

Iteration 2

Iteration 3

Iteration 1

User Story

Design Class

Functional Requirements

Use Cases

Implementation

UML/Domain Modeling

UML/Use Case

diagramming