Steven Moody

CSC 520

Student Objectives Outline

The computer Science capstone is intended to be a showcase of a students learned knowledge and the application of such knowledge in a way that is both easily represented as well as complete in nature. I believe my proposal, application, and presentation of my capstone project, Devils Grip, will satisfy both requirements. My project proposal consists of applying as well as furthering my knowledge in both the technical aspect as well as the ability to convey my proposal in an easily understandable way to those outside of the field (in terms of a product presentation).

In terms of technical knowledge objective, my proposal as a whole contains system-level structuring, a solutions process containing the technical steps I intend to take in order to complete my capstone project, as well as a tools list containing every piece of software I intend to use to do so. In doing this project I will be exposing myself to MySQL to develop a database for uninterrupted access to a high score leaderboard. I will also be learning about and utilizing the Unity game engine to help further my knowledge in the use of game engines. I will be programming in C# as well as Swift which will assist in diversifying my knowledge across various programming languages. Lastly, as a whole I will be furthering my knowledge in the Software Development Life Cycle in having to accomplish each phase of that on my own.

In terms of nontechnical objectives, I feel that there are a couple areas that I will be growing in doing this capstone project. For starters, in finding the problem that allowed me to justify the development of my game I have had to speak to members of my family to seek how to go about the development of Devils Grip. Due to the fact that they are not in our field, I had to learn how to speak in a non-technical aspect to help develop the requirements needed for this capstone project. To compound onto that, at each phase of the project I plan to have external testing done when possible and have to again rely on individuals who are not technically inclined and will not be conversing with me using technical terms. These two aspects will be furthering my ability to showcase software development and converse about as well as present products with/to clients once I am part the workforce.

In conclusion, I feel that the objective of developing Devils Grip are both technical and nontechnical. Both of which I feel are the goal of the Capstone proposal and completion/presentation of the Capstone project. From furthering my knowledge in the Software development Life Cycle to being able to talk about the product itself to a potential client, I feel that the project I am choosing to pursue will further these things very well.