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Individual Capstone Assessment

For my senor design project, I will be working on a mobile application that allows users to log the movies that they’ve watched and add a journal entry for them. Now I don’t have any experience with mobile app development. So, from an academic perspective, this project is all about learning the ins and outs of mobile development. It will also be nice to see a project all the way through. I’ve had multiple projects in past classes, but they all usually stopped around the prototype phase. So, seeing a project until its completion will be a new and exciting experience for me.

The first course I feel like I should mention is Software Engineering (EECE 3093C). In that class, we had a single project that we worked on for the entire semester where I learned about everything that went into making a product outside of actually writing the code for it. We learned how to make different documents like a requirements document, UML diagrams, or a system design document. Another class I believe will help me in the project is Technical and Scientific writing (ENGL 4092). In that class, I learned how to write documents in a professional manner. While both of these classes introduced non-technical skills rather than technical skills, documentation is an important part of creating a successful product. So, I’m sure those skills will come in handy for this project.

I’ve been working at ITI Wipro for over 3 years now. At ITI, I’ve learned many technical and non-technical skills that will assist me in this project. The biggest skill that I’ve grown are my teamwork/communication skills. Because I’ve worked with many different people on different kinds of projects, I’ve been able to adapt my teamwork and communication skills to different kinds of people. For this senor design project, communication and teamwork are the most important things to lead to a successful product. If there are any miscommunications or if team members can’t successfully work together, then this project will go nowhere.

To be honest, coming into the semester I wasn’t really looking forward to doing this project. But now, because of the project that I’ve chosen to work on, I’m getting excited for this year. I really enjoy watching movies, and I’ve watched so many, that I tend to forget what I thought about most of the movies I watch. But with this app, I can keep track of all the movies I’ve watched. As for my preliminary design approach for this project, I first think it will be important to sit down with my group members and firmly decide on what features our app will have. We need to look at what our goal for this application is, and from there decide on the features that will best help us reach that goal.

The expected result I have for this project is to simply publish this app on the android app store. I’m not familiar with this process, so that expectation might be out of scope. But nonetheless, I’d like to try. If we are able to publish the app, then that itself will be the greatest accomplishment from this project. It will be nice to see the result of the hard work right there on my phone. Because I am excited to use this app for myself, I believe I will be pretty strict with myself when it comes to polishing the app. I will keep wanting to make it better, but that’ll extend the time it takes. So, in order to know when to stop working, it’s important to have the specific features needed to accomplish the goal of the app well documented. To know whether I’ve done a good job or not, I will simply use the app myself. If I enjoy using the app, I believe the project will be a success.