

CS/INFO 3300 Final Course Project Milestone 3

Intermediate Prototype

Due Friday April 20th, 11:59 pm

1 Description and Requirements

For this milestone, you will deliver a working prototype of your app that will be hosted somewhere so that we can access it via the Web and grade it in a black-box fashion, without directly running or looking at your code. The prototype does not yet need to be integrated with Facebook, but it must implement some basic functionality from your final app. Hopefully this will correspond to the functionality you specified for your prototype in your full project proposal, but obviously this will not be true in all cases as you may realize during the first two weeks of development that some of your original design decisions have to be revised.

Since this is a prototype, it is ok to leave some functionality unimplemented, but it should not be possible for us to “break” your app from our end. If we click on a button and this brings the whole app down permanently – instead of, say, giving us a message saying “this feature is not yet implemented” –, this is a very serious problem. Another way to say this is that you should not postpone dealing with issues such as checking user input until the final milestone, but should deal with them from the beginning.

Above all, you should realize your prototype **must run and do something**. Avoid the all-too-common pitfall where you find that you have written a great deal of code but have very little to show for it in terms of functionality. Be sure to look at our grading rubric below; no matter how much code you write, a prototype that has very limited functionality will receive very few points.

For the purposes of grading, you will submit a document giving us the following information:

- The names and net IDs of all your group members
- The name of your app
- The URL where we can access your prototype
- A detailed description of the functionality your prototype provides. One good way to specify this is to give us a list of suggested interactions with your app that we can try. Be aware that we may try to do things which are not on your list though; so, make your prototype robust to such “unscripted” interaction.
- A detailed “post-mortem” from the first two weeks of development. What did you learn during these two weeks? How does the functionality your prototype provides compare with the functionality you had planned to implement? Did you have any concrete design decisions that were found to need revision? How did you modify the design?
- A full specification of the user-facing functionality of your final product, to be delivered on May 4th. Exactly what will the users be able to do in your final app? Give a full and comprehensive list.

1.1 Grading

Again, our focus in grading is primarily to give you feedback. Grading will be out of 10 points, for 10% of your final course grade. Out of these 10 points, 6 are allocated for your prototype and 4 for your writeup and “post-mortem”. The rubrics for each are as follows:

Prototype:

- 5-6 points – A good, self-contained prototype that provides a subset of the functionality of your final app. Usable as is and there is a clear path from this prototype to a final, usable Facebook app.
- 3-4 points – A prototype that provides nontrivial functionality but is lacking in one or more ways and is not yet plausible as the “core” of a final Facebook app.
- 1-2 points – A prototype with serious problems – e.g. the grader is able to break your app, or your app runs but hardly provides any functionality at all.

Writeup:

- 3-4 points – addresses all the points required and shows a good-faith effort to reflect on the experience of the past two weeks and use it to improve the design and development process going forward
- 1-2 points – major problems, to be described individually by the grader.

1.2 Submission instructions

This assignment will be submitted via CMS; your proposal should be a .pdf file and you should make one submission for the entire group.