COMP/IT 590 Term Project

Project Overview

Your COMP/IT 590 project will give you the opportunity to work collaboratively on the design, construction and presentation of a fully-functional Android mobile application. You and your classmate will apply skills learned in COMP/IT 590 to select a problem domain, construct a design and implement the mobile app using Android Studio. While the project is divided into five parts, you will likely need to work on multiple milestones concurrently in order to meet milestone due dates. You will present your final application to you classmates at the end of the semester.

Part I. Project Initiation (5%)

Objective: Team Formation

Due Date: See CI Learn.

Requirements: Upload the members of your two-person team to CI Learn as well as your app domain and problem need your team will target.

1) App Domain
   - Identify the target area such as sports, entertainment, fashion, finance, healthcare, etc.
2) Business problem or business need for the mobile app
   - What is the overarching purpose of your application?
3) Baseline External Apps
   - Include a couple examples of similar systems that already exist.

Part II. System Proposal (15%)

Objective: Proposal

Due Date: See CI Learn.

Requirements: Upload a 1-2 page summary of your mobile application proposal to CI Learn. By this point, you should be thinking about the problem / need your application will address. More specifically, you will construct two user personas, which will address the application domain and high-level user functionality of your application. You do not need to have the complete scope of your project mapped out, but you should be working towards finalizing a list of user functionality (i.e. what your app plans to do). To ensure you are off to a good start, please include sections for the following:

1) 4 Distinct User Personas (Who are you building the application for?)
   - Building apps with the user in mind is important, so please refer to the user personas PowerPoint from Week 3.
2) Functional Scope
   - Include a description of the basic functionality your app will target. This functionality should be clearly identified within your personas.

Part III. System Design (20%)

Objective: Use Cases / App Mock-ups and/or Wireframes

Due Date: See CI Learn.

Requirements: Upload a 2-3 page summary of your mobile application design to CI Learn. Include a detailed design of your system. For this, you will include example use cases and screen-mock-ups of your system. Design submissions should include:

1) 1 Architecture / System Diagram
   - Show how your application integrates with users, device features and internal / external data sources.
2) 4 Use Case Diagrams (i.e. system functionality)
   - A use case is a list of functions typically defining the interactions between system components. Here, you will consider 3-5 interactions between the user and your application.
3) 5 App Interface Mock-ups with descriptions
   - Provide some example screenshots of your application with descriptions. Feel free to use the Android Studio Layouts feature or another wire-framing application to construct your non-functional prototype.

Part IV. Implementation (50%)

Objective: Complete source code

Due Date: See CI Learn.

Milestone: For Part IV, you will submit your complete mobile application to CI Learn:

Part V. Presentation and Write-up (10%)

Objective: PowerPoint Presentation

Due Date: See CI Learn.

Milestone: A PowerPoint presentation (5pts), which highlights Part I, II, III and IV, will be uploaded to CI Learn and presented to the class (5pts).