

BACK END WEB DEVELOPMENT

FINAL PROJECT PROPOSAL KICKOFF!

AGENDA

- **PITCH DEVELOPMENT**
- **UX DESIGN**
- **BASIC 'SCHEMA' DESIGN**
- **PROPOSAL DEVELOPMENT**

PITCH DEVELOPMENT

CRAFT ONE MINUTE PITCH

UX DESIGN

HIGH LEVEL INTERACTION

IDENTIFY WHAT IS CORE TO THE USER EXPERIENCE?

SKETCH OUT WIRE FRAMES

BASIC SCHEMA DESIGN

WHAT ARE SOME OF THE MODELS & ASSOCIATIONS NEEDED?

THE CONTROLLERS ?

VIEWS?

ROUTES?

POTENTIAL API'S - WHAT WILL THEY BE USED FOR?

SCHEMA DESIGN - EXAMPLE

RESOURCES

- Artist
- Track
- Record Label
- Genre

ASSOCIATIONS

- Artist has many tracks
- Tracks belong_to artists
- Artists belong_to record_labels
- Record Labels has_many artists

NOTE: THIS SHOULD BE HIGH LEVEL. YOU'LL LEARN ABOUT MODELS & ASSOCIATIONS IN MORE DEPTH IN A FUTURE LESSON.

APP PROPOSAL

CRAFT PROPOSAL

LAB TIME!

PITCH YOUR PITCH

UX DESIGN SKETCH HIGH LEVEL INTERACTION

SCHEMA DESIGN

CRAFT & COMPLETE A DRAFT OF YOUR PROPOSAL