**Applied Computing Project 1**

**Design** 21.10.2016/oulu

**Title of our** project(our app name)

Team Member:

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Name | Student number | | Email | |
|  |  | |  | |
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| Student 2 | ------------ | | …………………………………….. | |
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|  |  | |  | |
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**Purpose of the project**

Why we chose this project

What we try to achieve with this project

Our goals and hopes for the app and for the customers

What might be our problems or concers about the app or the project

**Table of contents**

**Glossary**

Not sure what we should really add here at this stage of the project, but if there is something that needs to be explained more detailed it should be here.

**Design process (mandatory)**

A description of the steps that you have taken in your design, possibly in form of a flow chart

**State of the art**

* The current level of development within the scope of your project.
* Key findings from literature in the scope of the topic.

References to similar projects and products

These 3 are from the template didn’t want to do any chances to this.

What I would suggest we could try find another apps that does the “same” thing than our would or just say “Our app does everything just simplier and better than the phone itself” By this I mean that we give the user a chance to delay something he wants not all. I’ll explain this if you don’t get it from here but anyway.

**Scenarios & Use cases**

Here we add the use cases (The final versions)

**Requirements**

What the user needs to get/use our app-

So like smartphone/internet… you get the point.

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1. **System design (optional, mandatory for projects involving substantial software development and/or reuse)**

* Proposed software architecture.
* Overview of the logical organization and interaction of software components.
* Other candidate aspects to be designed and described include for example:
  + - Subsystem decomposition (description of the subsystems comprising the system, along with a description of the responsibilities of each subsystem).
    - Software/hardware mapping.
    - Persistent data management.
    - Access control and security.
    - Software control (synchronization of subsystems, concurrency control).
    - Boundary conditions (startup, shutdown, error situations).
* Subsystems (design of each subsystem identified above).
  + Architecture (e.g. a known pattern or a new design).
  + Interfaces or APIs

I think this is something we don’t need ? if you disagree and think that it should be here please do modify in a way everyone knows what comes here or fill it up if you know exactly how this should be done.

**Interface design**

Pictures of our design/layouts/mockups any paper versions we might have. And ofcourse some kinda of statement of it (maybe the arrows jaakko had in mind would be a good idea). We shall talk more about this later since I personally think this is important part of the design!

Also evaluation should be here. How we chose the specific layout type. Did we do it in a group (not good option btw), or did we ask from people which one they prefer the most etc.

**Analysis**

This part is not mandatory but I think we should have one if we do ask people thoughts about our app and do they think it could be useful and in which way it would serve them the best.

**Risk assessment (optional)**

Normal risk analyses. What might effect our project in negative way. Again not mandatory so if we don’t have enough assessments we can leave this one out.

**References (mandatory)**

All the material we use books, products, websites you get the point. This is something that we should right away.

Publications used:

Products used:

Websites used/referred:

Softwares used:

**Contributions (mandatory)**

How much everyone have used for this part (Designing phase) time. So this comes straight from the hours sheet basically but we will do it here and I think the we add a small table that has everyones hours on it for different thinks like.

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| Name | Mockups | Meetings | use cases |  |  |
| Hours |  |  |  |  |  |
|  |  |  |  |  |  |

I had something like that in my mind.