

Selecting a Project

The basic idea of this course is to simulate a computer consulting job, where your instructor is the manager of your consulting organization and your project's sponsor is a client who needs a project done. You are the computer consultant who is assigned to complete the project. Your duty is to meet the needs of your client (sponsor) as well as the requirements of your manager (instructor). The only way you can succeed is by actually completing the project by the end of the semester.

The following rules, or restrictions, apply to your project:

1. Your project must have one non-student person who agrees to serve as the sponsor of the project.
2. Your sponsor **cannot** be related to you.
3. Except in special circumstances approved in advance by the instructor, your sponsor should be located in northern Mississippi (preferably on campus or in the local community).
4. Even if your sponsor is someone with whom you have, have had, will have, or would like to have, paid employment, your project should involve unpaid labor on your part.
5. This is an individual project. You are responsible for all aspects of the project.
6. You are expected to find a sponsor and develop a project topic on your own. The project should involve nontrivial work requiring the knowledge, understanding, and skills you have attained in the undergraduate computer science program. The total amount of work should be roughly equivalent to a typical three-credit course, but cannot be the same as a project from a previous, current, or used for a future course without significant additions. **You must notify Senior Project Instructors of your intent to augment a previous or current project.**
7. You must make sure that your project is approved by the instructor and the sponsor and that the work you undertake satisfies the expectations of both instructor and sponsor.
8. You should identify the hardware, software, data, and reference materials you need to complete your project. Make sure that these are available—or will be available soon enough for you to finish your project by the last day of classes for the current semester.
9. Department Faculty can only sponsor a max of 4 projects.

10. You must carry out your project with academic integrity. You are expected to complete the project yourself, without assistance from other students, tutors, computer consultants, and other individuals.
11. You must ensure that your project conforms to the law and principles of professional ethics. In particular, no aspect of your project may involve any form of software piracy, copying, or plagiarism.
12. For any website project, students may not use WordPress, Adobe Programs, or pre-built Templates from any source to create the site. You can use HTML, CSS, JavaScript, or JS framework (like React, Angular, etc.). Do not install any JS Framework onto Turing to do the development of your project (Turing is for production/deployment only when dealing with frameworks).
13. For Databases: Students will need to provide the SQL statement/script that creates the database/tables plus an ERD. For No-SQL, students will need to provide a Schema.

Potential Project Topics basic ideas:

functional Website/DB, functional Mobile App/DB, informative Data Science, or story driven video game.

Students should speak with a faculty sponsor for alternative projects to the ones listed above or specific topics based on the above basic ideas.

During the first few days of the semester, please discuss any questions concerning your proposed topic with the instructor (or teaching assistant).

The instructors will use each student's Prospectus to rate requirements/expectation levels, to improve/enhance or pull back where needed.