

CSE 403 Homework Assignment #1
Project Proposal Presentation ("LCO")
Due: Thursday, April 4, 2013, 9:15 AM (submit online); 10 points

Assignment Description:

In this initial assignment, you will present an idea for a roughly eight-week programming project that you'd like to undertake in this course. A project proposal like this is sometimes called a Lifecycle Objectives or "LCO" document. (Note that the 8 weeks includes designing, building, testing, etc. Not all 8 are spent coding!)

This assignment must be completed **in groups of 3 or 4**. Place all partners' names atop your documents.

You will create a short **PowerPoint file, PDF, or web page** to show as you pitch your idea to your classmates. (*Accepted formats are: MS PowerPoint ppt/pptx; OpenOffice Presentation odp; PDF; or an HTML web page.*)

Everyone will then have the opportunity to review the material and vote on the projects they feel most compelling and feasible, and that they would most like to work on. Some projects will not go beyond the presentation stage, and others will be staffed and actually implemented. At that point, we will organize you into larger teams of roughly 6-7 people to build those products. Your proposal should follow these constraints:

- The product must be either (a) a mobile application for the **Android** platform, written in Java; or (b) a web application written using the **Ruby on Rails** framework. *No exceptions!*
- The product must have some non-trivial data component, such as a database or large file libraries. As part of your presentation, please briefly mention what data you will access. Be specific.
- The project must involve communication outside of a single computer. In other words, it should be network-enabled, have a client-server component, fetch web data, GPS, etc.
- The product must have some meaning or context outside of computer science. For example, it cannot be a source control system or a web-based Ruby interpreter.
- The project may not be a "video game." (*This is a fuzzy restriction. It can be a game, such as charades or Pictionary or a word quiz. But it may not be an animated action game such as Mario, Pac-Man, Halo, role-playing, etc. If you are unsure, please ask.*)
- The project should be of suitable size and scope to be feasible in the time allowed; not much more/less.
- The project must be one that you are starting essentially from scratch; you may not build on a significant amount of code you or others have written outside this course.
- You may not receive monetary compensation or credit in another course for working on this project.
- Your project should not require the group members to buy software or services; it should be possible to build it entirely using freely available tools such as those found in the labs on campus or for download. (*Android projects can be developed and tested using simulator software on a desktop PC.*)

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Submission and Grading:

Prior to the due date you should go to the web site and "turn in" your proposal by filling out a brief survey to list the names of your group members and a **URL that points to your presentation**. At this URL should be either a short web page (sized so that all relevant contents fit on 1 or 2 screenfuls) or a PowerPoint presentation or PDF with ≤ 2 slides. If you make a web page, please use large fonts so it is readable on a 1024x768 screen.

Your presentation should be short; roughly ≤ 3 minutes. In this time, briefly answer the following questions:

- What is the project? Why is this a neat project to work on?
- What are its major features? Are there any ideas for extensions or additional functionality?
- What experience and skills does each group member have to help do well on this project? (For example, if you are doing a Ruby on Rails app, has each member done Ruby or Rails or web apps before? etc.)

For full credit, your slides/page should address the above questions and should show non-trivial effort. You should also have at least **one figure or diagram** in your presentation. The figure should have some relation to your project and should not be random unrelated clip art found on Google. For example, draw a quick sketch of what the app's UI might look like, or show a screenshot of a similar app that inspires your idea, etc. The figure does not have to be expertly drawn or great looking, but it should add to the presentation in some way.

All group members must participate in some way in the presentation. The audience will be asked to rate your project idea on various categories.

Your grade is not based upon whether your project is chosen by others to be implemented. It is, however, based upon completing the requirements asked previously with a satisfactory level of care and detail. We will look to see that you have made reasonable judgments in your project and presented your proposal well.

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