CS 378
Fall 2016
Proposal Document

Due: September 22, 2016, 11:59 pm
Points: 100

Description:
Write a paper that describes the application you intend to design and build. The application you build must be worthy of the amount of time available to design and build it.

Basic application requirements:
• You cannot enhance an existing product or something that you have already written. Your code for this project must be original.
• Your application must include the following:
  o A registration/login screen
  o A settings screen: define at least two behaviors in your app that the user can modify through this setting screen. The app should have default settings for these.
• Include a list of at least one feature that would be a stretch to complete. These should be things we would consider adding to your project if everything goes well.

Required paper sections:
• Group Number
• List of Group Members
• Application Name: the name you will use for your application.
• Application Type: game, enterprise, consumer, etc.
• General Description: a general high-level description of your application. Don’t get into many details here. Generally, 2-3 paragraphs, with each paragraph 4-8 lines long.
• Feature List: a bulleted list of the features you plan on including in the application. Include a short name for each feature, with a 1-3 sentence description.
• Target Audience: a description of who your target audience is, and a bulleted list of why you think they would be interested in your app. Include as many arguments in support of your app as you can think of.
• Development Plan:
  o A bulleted list of the three releases: Alpha, Beta, and Final.
  o For each release, create a bulleted list of the features you plan on implementing and delivering in that release. (You should discuss and agree as a group who will
design and/or implement each feature. You don’t need to provide this detail in the Proposal Paper, but you should keep these assignments in mind as you create your bulleted list.

- Review the release delivery dates in the syllabus to feel comfortable about the proposed schedule. This is your commitment to deliver what’s defined in a given release.

Grading of the Proposal Document:

- The quality and originality of the idea. How well formed and original the idea is. (45%)
- The list of features. (35%)
- The quality of the analysis of the target audience. (15%)
- All sections listed above correctly included. (5%)
- Name your document Group<#>Proposal.<ext>; for example, Group9Proposal.docx (for MS Word) or Group12Proposal.pages (for Mac Pages).
- One person on your team should send the document by email to bulko@cs.utexas.edu by 11:59 pm on the due date. **Late work will not be accepted**, so plan for contingency!
- In addition to a numeric grade, I will give you feedback on your proposal; this might include additional features I want implemented, features I want removed, options I want a user to be able to configure, etc.

General comments about grading your project:

There will probably be changes to a given deliverable as you develop your app. This is normal. If the changes are relatively minor, this will not impact your grade, but if the changes are significant, this will be viewed as a late deliverable, and your grade will be affected by it.

The alpha, beta and final releases will be graded on how much of the defined deliverables you actually deliver in each release; that is, how closely what is delivered matches what was planned. If will also be graded on the quality of the implementation, both in the code and the user interface. I will be looking for clean, well-structured code, as well as a reasonably well-defined and designed UI.