Comp 422 Assignment: Course Project, Custom App Development

1. Submission Requirements
Submit your project in its entirety in our shared gdoc. You must submit a project proposal for approval as scheduled. Your final project is to be presented in class.

See course schedule for dates and times.

Presentation materials as you wish. Time of presentation is 10 minutes. Use your time wisely (plan ahead, make a script, rehearse).

Software to be correct with current versions as used in class. Submit full project from the IDE you use as a .zip.

Your final Personal Software Process (PSP) metrics showing the summary of all work for your project. (to be discussed in class)

2. Content of Presentation in Class
A personal, new, creation of a complete software application for the mobile OS you select.

1. Review the project requirements briefly
2. Demonstrate the program working on an emulator or real device(s)
3. Show your program using the IDE while it runs.
4. Summarize what you learned and any suggestions for improving the OS or the IDE
5. List any improvements you would like to make to your program
6. Summarize the metrics from your use of the PSP process for the project
3. Grading
NO POINTS FOR JUST FINDING SOMETHING ON THE WEB – you work is to be original for this assignment. Grading is 70% on software content, including programming style; 30% on presentation and your process metrics.

4. Proposal and Topics
Your first job is to pick and define your topic. Project proposals are due first, including a numbered list of requirements, list of sources for your work, and an estimate of your project time and schedule using PSP.

Topic areas:

I am encouraging projects using SMS and building on the base OS capabilities we have discussed for connecting apps and devices. Some ideas, but you can propose others as well:

a. SMS discussion board – a number of people do a SMS chat in real time (sending messages to the common board they have set up) – all messages from all users appear on the board to all users as they are received.

b. SMS based games for two or more players – propose a game and send move updates with SMS. Notify player if another player drops out.

c. Similar projects using WiFi Direct or BlueTooth to connect multiple devices, possibly across operating systems.

d.

You are welcome to propose any topic you wish. You are welcome to proposed joint projects with others, especially if you want to work with more than one OS.

//end assignment