Deliverable: #1 - Project Proposal
Title: CS 410: Advanced Software Engineering

Description:

This term's project will focus on building mobile apps. The app must be useful, it must take advantage of being on a mobile platform (e.g., utilize and integrate with _several_ services offered by the device), and it must run on a mobile phone (tablet support is fine, but it must be demoed on a phone). Apps **cannot** require crowd buy-in (e.g., it must be useful even if the app has only two users), they cannot simply replicate the functionality of a website, and they must not be simple CRUD apps. The primary development language used in the app **must** be Javascript; you can use any Javascript frameworks you wish.

The project proposal is a description of what you intend to accomplish over the rest of the term for this project. It should describe your system and what you intend it to do. Emphasis on projects that are interesting / useful is preferred; use this project to build something that excites your team! A scaling factor will be applied to the final project grade to account for its difficulty; we will provide feedback on this aspect of your proposal so you can have an approximate idea of what this factor will be should you may receive if your team completes the proposed work in a completed app. The scope of the project should assume at least 5h / week development time (e.g., 4 team members * 5h / week * 13 weeks = 260 hours total). This should be enough time to complete an interesting project.

Document Requirements:

1.   Page 1:
   - Metadata: App name and team member details (names and github ids).
   - What is your project? Why is it interesting? Describe and justify your project selection. Why does this project make sense in a mobile form factor?
2.   Page 2-4:
   - What are the functional properties of your system. Numbered point form is fine (e.g., 1, 1.1, 1.2).
   - Provide at least three user scenarios to describe how a user would interact with your system and what the benefit to them would be. These should each be 1-2 paragraphs and can refer back to your numbered functional requirements.
   - A description of the non-functional properties your system needs to support. There should be at least three of these. Justify why these properties are important for your system and how you will know you achieved them.
   - NOTE: We will compare your architecture and final demo against these functional and non-functional properties.
3.   Page 5 (Optional):
   - A set of low-fidelity mockups. Sometimes a set of simulated screenshots / hand drawings can make describing the system easier. You can forward reference these from the functional properties / user scenarios as required.
4.   Only one team member needs to submit the document using the online system (http://coast.cs.ubc.ca:1337/) by **0800 on September 28**. PDF only.

Presentation:

Each team will 'pitch' their project to the class with a presentation lasting at most 4 minutes in class on Sept 28/30/Oct 2. The presentation should describe the main functionality of the system and clearly state why the project is useful / interesting. You may use slides or the blackboard for supporting materials. If you want to use slides, please submit them along with the proposal using the online system (http://coast.cs.ubc.ca:1337/) in PDF format (PDF ONLY!) by **0800 on September 28**. A maximum of three content slides + one title slide can be submitted; please, no animations or transitions.

Assessment:

This deliverable accounts for 5% of your final grade. The class will submit votes for the 'pitch' presentation that sounds the most interesting (using a Piazza poll). The winner will receive a 2% bonus on their final project grade.