Project Proposal for XXX INDICATE PROJECT OPTION

Team Number: XX
Team Members: Firstname Lastname SN1234567, Firstname Lastname SN1234567, Firstname Lastname SN1234567, Firstname Lastname SN1234567, Firstname Lastname SN1234567

1 Overview

Describe your MVP. What is the purpose of this software? What problem does it solve? What is unique about your solution? What is your value proposition? Why is your solution better than others? Use these questions to guide your writing. When you submit your document, remove the bold instructions. The rest of this section has filler text generated by *lorem ipsum* which is only present to give you a sense of the expected length of the section.

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1.1 Envisioned Usage

What can the user do with your software? If there are multiple user groups, explain it from each of their perspectives. These are what we called "user scenarios" back in COSC 341. Use subsections if needed to make things more clear. Make sure you tell a full story about how the user will use your software. An MVP is a minimal and viable, so don't go overboard with making things fancy (to claim you'll put in a ton of extra features and not deliver in the end), and don't focus solely on one part of your software so that the main purpose isn't achievable. Scope wisely.

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2 Major Milestones

Identify the major milestones in your solution and align them to the course timeline. In particular, what will you have ready to present and/or submit for the following deadlines? List the anticipated features you will have for each milestone, and we will help you scope things out in advance and along the way. Use the table below and just fill in the appropriate text to describe what you expect to submit for each deliverable. Use the placeholder text in there to guide you on the expected length of the deliverable descriptions. You may also use bullet points to clearly identify the features associated with each milestone (which means your table will be lengthier, but that's okay).

Deadline	Deliverable
Term 1 week 9: Mini Presentation	A short description of the parts of the envisioned usage you plan to deliver for this milestone. Should not require additional explanation beyond what was already in your envisioned usage. This description should only be a few lines of text long. Aim to have 2 features working for this milestone (e.g., user log-in with credentials and permissions counts as 1 feature). Remember that features also need to be tested.
Term 1 week 13: Design submission	Same type of description here. In addition to the previous feature expectations, aim to have the additional design of the project and the system architecture planned out. The system architecture plan can be shown via a series of placeholder pages that the user can see. The general user interface design needs to be implemented by this point. This includes having a consistent layout, color scheme, text fonts, etc., and showing how the user will interact with the system should be demonstrated. It is crucial to show the tests pass for your system here.
Term 2 week 4: Peer Testing	Same type of description here. Aim to have an additional two features implemented and tested per team member. As the software gets bigger, you will need to be more careful about planning your time for code reviews, integration, and regression testing.
Term 2 week 8: Peer Testing	Same type of description here. Aim to have an additional two features implemented and tested per team member. As the software gets bigger, you will need to be more careful about planning your time for code reviews, integration, and regression testing.
Term 2 week 13: Final project submission	Same type of description here. Aim to have an additional **one** feature implemented and tested per team member. This is the last stretch, so put more time into testing, debugging, and wrapping up your project nicely and ensuring your project works as intended. You should want to make this project presentable so you can use it in your portfolio in the future.

Table 1: Proposed Project Milestones: Provide any explanation necessary to make your milestones understandable. These milestones need to make sense of the number of people in your team and the number of weeks between each milestone.

3 Technology Stack

Identify the "tech stack" you are using. This includes the technology the user is using to interact with your software (e.g., a web browser, an iPhone, any smartphone, etc.), the technology required to build the interface of your software, the technology required to handle the logic of your software (which may be part of the same framework as the technology for the interface), the technology required to handle any data storage, and the programming language(s) involved. You may also need to use an established API, in which case, say what that is. (Please don't attempt to build your API in this course as you will need years of development experience to do it right.) You can explain your choices in a paragraph, in a list of bullet points, or a table. Just make sure you identify the full tech stack.

For each choice you make, provide a short justification based on the current trends in the industry. For example, don't choose an outdated technology because you learned it in a course. Also, don't choose a technology because one of the team members knows it well. You need to make choices that are good for the project and that meet the client's needs, otherwise, you will be asked to change those choices.

4 Teamwork Distribution and Anticipated Hurdles

Use the teamwork distribution survey as a conversation starter to talk about the different types of

work involved in a software development project. Start thinking about what you are good at as a way to get to know your teammates better. At the same time, know your limits so you can identify which areas you need to learn more about. These will be different for everyone. But in the end, you all have strengths and you all have areas where you can improve. Think about what those are, and think about how you can contribute to the team project. Nobody is expected to know everything, and you will be expected to learn (just some things, not everything).

Use the table below to help line up everyone's strengths and areas of improvement together.

Category	**Name S1**	**Name S2**	**Name S3**	**Name S4**	**Name S5**
Experience	Description of the previous project that would be similar to the technical difficulty of this project's proposal.	None, if nothing			
Good At	List of skills relevant to the project that you think you are good at and can contribute to the project.	These could be soft skills, such as communication, planning, project management, and presentation.	Consider different aspects: design, coding, testing, and documentation. It is not just about the code.	You can be good at multiple things. List them all! It doesn't mean you have to do it all.	Don't ever leave this blank! Everyone is good at something!
Expect to Learn	Understanding your limits is important. Where do you expect you will need help?	It may not be technical skills. You may be a good coder but never worked with people in a team. Maybe you built a website but not used a framework.	It may also be a theoretical concept you already learned but never applied in practice.	Think about different project aspects: design, data security, web security, IDE tools, integration testing, CICD, etc. There will be something.	Don't ever leave this blank! We are all learning.

Table 2: Team Experience, Expertise, and Areas of Learning: Give the reader some context and explanation about your table. It can be short and described in the caption, but it needs to help the reader how to interpret what's in the table.

Use this opportunity to discuss with your team who will do what in the project. Make use of everyone's skill set and discuss each person's main role and responsibilities by considering how everyone will contribute. An example table is provided in Table 3. Remember to identify project work (some examples are listed below at the top of the table) and course deliverables (the bottom half of the table). You might want to change the rows depending on what suits your project and team.

Category of Work/Features	**Name S1**	**Name S2**	**Name S3**	**Name S4**	**Name S5**
Project Management: Trello Maintenance	✓	✓	✓	✓	✓
Technical Direction: Time Estimation, Making Programming Choices					✓
Technical Help: Finding Technical Solutions	✓				
Troubleshooting: The Go-To When Others Are Stuck				✓	
System Architecture Design		✓			
User Interface Design			✓		
CSS Development	✓	✓			
Feature 1			✓	✓	
Feature 2		✓			✓
Feature 3			✓	✓	
Feature 4		✓			✓
...					
Database Setup	✓				
Presentation Preparation	✓	✓			
Design Video Creation	✓				
Design Video Editing				✓	
Design Report				✓	
Final Video Creation		✓		✓	
Final Video Editing		✓			✓
Final Team Report			✓	✓	✓
Final Individual Report	✓	✓	✓	✓	✓

Table 3: Expected Areas of Contributions: Explain how things are assigned in the caption like this, or put the explanation into a separate paragraph so the reader understands why things are done this way and how to interpret your table.