CSE 403, Winter 2010
Homework Assignment #1: Project Proposal Presentation ("LCO")
Due: Thursday, January 8, 2010, 2:30 PM (in class); 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 2 or 3.** Place all partners' names atop your documents.

You will create a short **PowerPoint file or web page** to show as you pitch your idea to your classmates. 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 5-6 people to actually build those products.

The following are the constraints for types of projects:

- The product must be written in a primarily object-oriented style using appropriate language(s). For example, you should not write your project in C. If you choose a language that is primarily procedural but does support object-oriented features, such as PHP, you must use an object-oriented style and an OO framework if available, such as CakePHP for PHP or Django for Python.

- The product must have some non-trivial data component, such as a database or client-server connection.

- The project must involve communication between two or more computers. In other words, it should be network-enabled, be a client-server application, mobile app, web app, 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. (It can have game-like elements, such as a charades / Pictionary app, but it may not be a traditional video game such as Mario, Pac-Man, Half Life, role-playing, etc.)

- 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.

You should come to section on Thursday with 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 with ≤ 2 slides. If you make a web page, you may want to use large fonts so it is readable.

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 languages and tools do you plan to use to complete this project?

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. All group members must participate in some way in the presentation. The audience will be asked to rate your presentation 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.