Overview. In this course, you will work in a team to develop an application using the software development approaches discussed in class. The project will be divided into separate assignments corresponding to different stages in the development process. The primary goal of the project is to gain experience and skills in applying the various steps involved in software engineering. You will be working on this project with your team throughout the semester. Please carefully read the following instructions!

Instructions. The goal for this part of the project is for you to form a team, identify a project to work on, and write a project proposal.

STEP 1: Form a team of 3 members (there may be some teams with 4).

STEP 2: Identify a software application to work on throughout the semester. The application you select should be large and ambitious enough to make for an interesting and challenging semester-long project. It should also be something that is fun and interesting for your group (since you’ll be working on it the entire semester). Here are some basic examples of types of applications you might consider.

- Create a gaming application. For example, you could create an “educational” game to help K-12 students (some great examples are here http://www.amnh.org/ology/#channel).
- Build an application for a new platform. For example, develop an application for an Android phone using the Android SDK.
- Create a stand-alone GUI application. For example, create a new source-code editor for your favorite language, a diagram editor, an iTunes like program, etc.
- Extend an open-source software application. There are various open-source projects that maintain lists of desired features as well as provide tutorials and documentation for building extensions.

Note that these are just examples, and your group is free to select a completely different type of application. The only constraints on your application are that it be: (1) complex enough for a semester-long three person team; and (2) that it be written in a “traditional” programming language that is familiar to your group (e.g., C, C++, C#, Java). After you choose an application, please feel free to “run it by me” before you hand in your proposal.

STEP 3: Write a project proposal, which should be written using well-formed English sentences (style counts!—practice making your work look professional). Please turn in a printout of your proposal in class by the due date. Your proposal must include:

1. The names of each group member and the name of your project.
2. One or more paragraphs describing the application you would like to work on. More detail is better than vague descriptions.
3. A paragraph describing who the user(s) of your application would be. For example, who would use your application and why, and what types of computing skills would your application require?

4. A paragraph describing why you think this application would be suitable as a semester-long project.

Be sure you clearly label each item above in your proposal.