

## Summary

Your final project is an opportunity to explore a topic of your choice in a more comprehensive way than you have tackled so far in various assignments. The idea is for you to have some creative fun and apply the knowledge and skills you have acquired this year in developing an application of your choice.

You should use the final project to expand your knowledge and learn some new aspects of computer science. Another goal is to experience the larger challenge (and satisfaction) of software engineering and system design and development.

I encourage you to be ambitious in this project, but not set yourself such a large challenge that you can't finish it or succeed. Part of software engineering is getting calibrated to be able to estimate how long things will take and budget your project time and resources appropriately. You need to produce a tangible result for this project.

You are welcome to work in groups of between one and three people, as long as each person's role is clear and meaningful, and you get my approval of your team and project.

The final project is divided into phases, with certain deliverables (intermediate assignments) for each phase. They are as follows:

#	Deliverable	Description	Due Date	Points
1	Proposal	Concept & team	May 15	5
2	Prototype Check	Work in progress	May 24	5
3	Poster/Demo	Presentation	June 8	5
4	Implementation	Final code / system	June 14 (seniors) June 22 (others)	20
5	Documentation	Project summary	June 14 (seniors) June 22 (others)	5
<b>TOTAL</b>				<b>40</b>

Further details for each deliverable will be found on the assignments page of the course website.