UNIV 103 Group Project Overview

Major objectives of the group project are to:

- start applying the various CS concepts we are learning in class
- work effectively with people
- learn about your own interest and learning strengths
- think about your own motivations and career passions

1. Meet your group members

2. Identify group project
   - decide, with group consensus, which project you will work on (you may talk to me for guidance)

3. Identify your audience
   - what group of people will be using your product?

4. What market does your project/ product serve?
   - financial, education, entertainment etc.

5. What are similar products in the market
   - how will you use and improve on what works, and avoid what does not work?

6. Your project of choice must fulfill the following:
   - be ultimately programmable and can be best translated in a logical algorithm (review properties of algorithms)
   - be broken down best in terms of an effective SDLC (review lecture on SDLC)
   - people can relate to (HCI and metaphor lectures)
   - can be best presented in class (HTML lecture)
   - you think you can invest in (effective searching lecture for further research)
   - is based on sound networking (review lecture on networking)
   - not have security concerns which outweigh usefulness (review upcoming lecture on security)
   - people (or a large enough subset of people) will want to use i.e. it will be worth the cost of implementation