

Semester Project Proposal

Application Development

Project Director: Meredith Fierro

- 1. Summary:** This project will attempt to create an application where users can share and collaborate on recipes. It will demonstrate the knowledge of coding needed to create both an iOS application and an Android application. The main goal of the project is to create the application and have each ready to be tested. Ultimately these applications will be ready for distribution to the Apple App Store and Google Play Store.
- 2. Personnel:** Meredith Fierro plans to work on this project for the duration of the semester. Once the applications are complete, here are plans to include outside sources to test the applications. The project will demonstrate an understanding of application development and the coding involved in the process, specifically applications based on Apple iOS and Google Play. There are plenty of resources to learn the code associated each platform. Lynda.com has a course for each platform. The Android website also has videos to get started. Apple provides a free eBook with its programming language.
- 3. Background:** The purpose of this project is to create an application where users can share their own recipes and some of their favorite recipes. They can also add stories that go along with each recipe. There is a shift away from cookbooks and more toward the web and even mobile recipes. More and more people are using their mobile devices to look at recipes. With this application, there will allow people to have way more recipes than just the limited amount in a cookbook. I will also let families have the sentimental recipes right on hand, rather than just one hand written copy.
- 4. Project Narrative:** The end goal of the project is to at least an application created for iOS devices, and potentially the android devices. Both applications should be in the testing phase, but not ready to be put in the marketplace.

- 5. Risks and Rewards:** There is plenty of risks involved within the process of creating the application. There might just be so many bugs in the coding that the application is not usable. This project might even be too big to tackle in one semester. The only way to find out if the project is feasible is to try. Staying on top of the process will help a lot. Falling behind is detrimental to the final stage.
- 6. Rubric:** This will be the grading criteria for the project itself.

	Excellent	Good	Fair	Developing	Incomplete
Coding	Demonstrates successful knowledge of coding with minimal bugs.	Demonstrates sufficient knowledge of coding but has no more than 4 bugs.	Demonstrates fair knowledge of the coding but has a more than 5 bugs.	Demonstrates an understanding of the code but application is not put together.	Demonstrates little to no understanding of the code and has not completed the application.
Testing	Is able to get both applications out for testing.	Is able to get one application out for testing but the other one is almost complete.	Is able to get one application out for testing but is working with the second one.	Is able to get one application out for testing but has just started the other one.	Able to get one application out for testing but not started the other one.
Documentation	Is able to write the progress clear and concise while being thorough. Allowing the reader to understand what the project is about and how the progress is going.	Is able to keep the reader informed about the project but not able to be consistent with the information.	Is able to keep reader informed but does not write about progress often.	Keeps users informed but rarely writes about progress.	Does not write about progress at all.

7. Benefit: The UMW community will benefit from this application by allowing students, faculty, and staff of the university to share and collaborate on the different recipes. This will ultimately affect the world because after their time at UMW, students will take their recipes on with them and continue to share them, and potentially create new recipes to share.

8. Dissemination Plan: Throughout the semester, the progress of the project will be shared on Meredith's blog. The application itself will potentially be on the Apple App Store, and the Android market place.

9. Timeline:

September 22	Finished the Lynda.com course for iOS development and begin working on the iOS version of the Application.
September 29	Continue working on the iOS application. The basic layout of the application is in place.
October 6	Begin to focus on the details and the final touches of the application.
October 13	Finish up the application and start the Lynda.com course about Adroid coding
October 20	Finish the Lynda.com course and begin coding the application
October 27	Continue Coding
November 3	Finalize both applications for testing
November 24	Both applications in the testing phase
December 1	Showcase the work done for the class

10. Budget:

Lynda.com	\$0
Apple Development	\$90 for one year of membership
Google Development	Sunknown
Coding Programs	Sunknown

11. Appendices: These are some links that will be used within the semester

- <http://www.lynda.com/Swift-tutorials/iOS-App-Development-Swift-Essential-Training/185036-2.html>
- <http://www.lynda.com/Swift-tutorials/Building-Distributing-Simple-App-Xcode-Swift/369189-2.html?srchtrk=index:1%0Alinktypeid:2%0Aq:Course:%2BBuilding%2Band%2BDistributing%2Ba%2BSimple%2BApp%2Bwith%2BXcode%2Band%2BSwift%0Apage:1%0As:relevance%0Aa:true%0Aproducttypeid:2>
- <https://developers.google.com/android/guides/overview>
- <https://developer.android.com/training/index.html>
- <http://www.meredithferro.com/blog/category/dgst395/>