Term Project

CS 480

Kutztown

Description: Create a piece of software with a well-designed user interface.

Over the course of this term, you will specify, design, and create a usable piece of software, created with object-oriented principles and with a user interface designed using principles taught in this course. As part of the design of this software, you will produce artifacts of the interaction design process and present your work in class. This will represent the Term Project portion of your grade.

The first of these artifacts will be a conceptual model of your project.

The project will be completed in three phases:

1. Implementation of back end with rudimentary interface
2. Implementation of project with preliminary user interface design
3. Creation of final project

These will represent the Projects portion of your grade.

To get started, you must propose a project. It can be a game, or a tool. It need not be overly complex, but it must not be simple; it should be something that requires a somewhat robust user interface. The Matriculation games of Liz and James are good examples.

Your project can be implemented in the environment of your choice.

Turnin: Your project proposal. Due Saturday at 11:59 PM in text form via turnin. If not in text form, you must submit hardcopy in class Thursday,