“[project name redacted]” App Timeline: [student name redacted]

- Pre-Development & Database Setup (Dec. 9th – Jan. 20th)
  - Develop “Big Picture” model based on Design Patterns and how to most effectively design the database to support quick searching.
  - Mockups and Framework Design:
    - Draw storyboards to match User stories.
    - Develop basic app with little to no actual functionality
      - Includes layout, buttons, input fields
      - Establish connection to database server
  - Develop Python server to serve as back end storage for posting:
    - Using Amazon Web Services
    - Hosting a python server (using Flask) on a Linux virtual machine instance.
    - Developing this first so that can continuous test connection to database as the app develops.
  - Setup Database sample data to use in app testing.

- Phase 2: Early Development (Jan. 20th – End of February)
  - Posting Development
    - Test posting for different types of posts (pictures and text first)
      - Text
      - Pictures
    - Test retrieval posts based on GPS coordinates.
  - Feature Development
    - Scavenger hunt
      - Create, Follow+Complete,Delete a hunt
      - Sending the hunt to a friend
    - Neighbors and Friends functionality
      - Comments, Likes, View filtering
  - User Study (First Prototype study)
    - 10 students testing app

- Phase 3: Post-User Study Development
  - Week 1: (Mar11-18):
    - perfecting JSON format for using all server post methods
    - working on User Interface
      - started custom XML buttons
    - starting work on adding compass
  - Week 2:(Mar19-25):
    - finish adding Compass to spot screen.
    - adding different option for GPS coords input.
    - continue perfecting UI
      - finish XML custom buttons
    - robust testing of server communications
  - Week 3:(Mar26-Apr1):
• Presentation #2 - Mar27th - 8:26pm
• Test the following features: (individually or with users)
  • google map GPS coord system
  • compass
  • User Interface (evaluating for consistence)

• Phase 4: Final Features and Testing
  • Week 1: (Apr2-9):
    • add “Hint” button (if time allows)
    • add Overview Map (if time allows)
    • continue testing if issues are found in Phase 3
    • Start work on Final Paper
  • Week 2: (Apr10-17):
    • Finalize UI
    • Finalize server communications
    • Finalize bonus features functionality
    • Add leaderboards (if time allows)
    • (Optional: depending on time) Final User Study
    • Work on paper more
  • Week 3: (Apr18-25)
    • Continue working on paper
      • hopefully finishing it up
    • Create Final Presentation
      • practice presentation
"[project name redacted]" Grading Rubric: [student name redacted]

General Guideline:

<table>
<thead>
<tr>
<th>UF Grading Scale</th>
<th>Senior Project Grading Scale</th>
<th>Complexity</th>
<th>Completeness</th>
<th>Quality of Results</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>10-9pts</td>
<td>Working database, with a great layout, useful features.</td>
<td>Has scavenger hunts, friending abilities, sharing of hunts privately.</td>
<td>Works well for hunts, friending, sharing and is very easy-to-use.</td>
</tr>
<tr>
<td>B</td>
<td>8-7pts</td>
<td>Working database, with a nice layout, app has some sense of flow.</td>
<td>Has scavenger hunts, friending ability.</td>
<td>Works for hunts, friending, sharing and is usable, with some easy-to-use features.</td>
</tr>
<tr>
<td>C</td>
<td>6-5pts</td>
<td>Working/ semi-functional database, with a basic layout.</td>
<td>Has scavenger hunts.</td>
<td>Works for hunts and is usable but not easy-to-use.</td>
</tr>
<tr>
<td>D</td>
<td>4-3pts</td>
<td>Partially functional database with a basic partially useful layout.</td>
<td>Has partial intended functionality, allows for posting but not creating hunts.</td>
<td>Isn’t fully functional, is hard to use/ looks bad.</td>
</tr>
<tr>
<td>E</td>
<td>2-0pts</td>
<td>No database connection and very simple layout.</td>
<td>App does not function for scavenger hunts at all (has simple function only like, GPS coords shown on screen)</td>
<td>Little to no functionality, and/or is very hard to use.</td>
</tr>
</tbody>
</table>
**Point Breakdown:**

<table>
<thead>
<tr>
<th>Features</th>
<th>Completeness (pts) = Totaling 10</th>
</tr>
</thead>
<tbody>
<tr>
<td>Create a scavenger hunt</td>
<td>5pts</td>
</tr>
<tr>
<td>Friending ability</td>
<td>2pts</td>
</tr>
<tr>
<td>Sharing hunts with friends</td>
<td>1pts</td>
</tr>
<tr>
<td>Database support</td>
<td>1pts</td>
</tr>
<tr>
<td>User interface</td>
<td>1pt</td>
</tr>
<tr>
<td>Bonus Features</td>
<td>1-2pts each (additional).</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Features</th>
<th>Complexity (pts) = Totaling 10</th>
</tr>
</thead>
<tbody>
<tr>
<td>Usage of GPS in features</td>
<td>4pts</td>
</tr>
<tr>
<td>Sharing text/photos thru database.</td>
<td>2pts</td>
</tr>
<tr>
<td>Sqlite database design</td>
<td>2pts</td>
</tr>
<tr>
<td>User interface</td>
<td>2pts</td>
</tr>
<tr>
<td>Bonus Features</td>
<td>1pt each (optional)</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Features</th>
<th>Quality of Results (pts) = Totaling 10</th>
</tr>
</thead>
<tbody>
<tr>
<td>App doesn’t crash</td>
<td>3pts</td>
</tr>
<tr>
<td>Easy-to-Use interface (includes tips/tutorials) - consistency of design, user feedback, etc.</td>
<td>2pts</td>
</tr>
<tr>
<td>Data integrity</td>
<td>2pts</td>
</tr>
<tr>
<td>Provides intended functionality</td>
<td>3pts</td>
</tr>
</tbody>
</table>