Project Title: [project name redacted]

Project Description:
A doodle based "mail" messaging application for Android devices, though the focus is on tablets. The app utilizes gestures and voice commands to complete certain actions, mostly focused on navigation and creation of notes. Alternatively, buttons many be provided if certain actions seem too finicky. Users create a note by drawing on a canvas given a set of simple tools (i.e. brushes, erasers, fill tools,) and either a limited or full range of choices for colors (depending on design complications). Users can send these notes either over the Internet, in which case they may choose one or more friends to send it to, or to people in the local area via Bluetooth.

Tentative Schedule (Week of, starting on the Monday):

Winter Holiday (Prior to Jan. 6th): Prepare database. Think about possible research questions. If possible, start working on the low level architecture. Search for any useful third party APIs

Jan 6th: Submit forms for IRB if needed. Discuss any early research questions. Continue to work on frame work. Have a working connection to the database. Start doing research on what gestures should be implemented (if not already started). Design for first prototype.

Jan 13th: Continue to work on the framework. Have a basic view for the home page, page to create notes, etc. Work on initial design documents that give an overview of the application and first prototype

Jan 20th [Holiday on Monday]: Decide on gestures to implement and begin to incorporate them in the application. If necessary, use dummy gestures. Be able to create, save and discard notes on the local database. If connection is set up, be able to send pictures to the database. Plan for the first user study

Jan 27th: Finalize the first prototype. Solidify plans for a user study. If done early enough, and the study is informal (UF students).

Feb 3rd: Conduct User Study for the early gestures and UI. Continue to finalize the first prototype into a presentable demo. Prepare for presentation.

Feb 10th: Prepare for presentation. Design second prototype. Begin working if time allows. Plan design decisions based on user study for the second prototype.

Feb 17th: First Presentation? Prepare for presentation. Design second prototype. Begin working if time allows. Plan design decisions based on user study for the second prototype.

Feb 24th: Work on the second prototype. Should have a more polished UI and add improvements to any gestures. Work on all basic functionality if anything was not finished in time for the first presentation

Mar 3rd: [Spring Break] Work on the second prototype design.

Mar 10th: Set up connection between the external database and the application. Implement needed tables in the external database.

Mar 17th: Implement friending system.

Mar 24th: Second Presentation? Prepare for presentation. Continue to work on sending images if not finished. Implement a reply system.

Mar 31st: Continue to work on replies. Add user settings.. Draft final report. Work on perfecting responses for the server especially with the blobs

Apr 7th: Work on the final demo. Final demo should have Rough draft for final report. Prepare for presentation.

Apr 14th: Work on the final demo. Should have all the basic functionality of the app and hopefully a few addition features if time allows. Have final report reviewed and work on final draft. Prepare for presentation. Final Report due.

Apr 21st : Final Presentation.

Grading Scale:

General Guideline:

UF Grading Scale	Senior Project Grading Scale	Complexity	Completeness	Quality of Results
A+	11-12 pts	Good layout, Functional database, Needed features and some bonus	Users are capable of drawing notes, adding friends, sending receiving drawings, and reply, and some bonus features	No crashing, no loss of data, intend features are present and the app is easy to learn
A	9-10pts	Good layout, Functional database, Good set of features	Users are capable of adding friends, sending and receiving drawings over the internet, and replying to received notes	No crashing, no loss of data, intend features are present and the app is easy to learn
B	8-7pts	Working database, decent layout, Good set of features, but more could be added	Users can create and send notes to registered friends (by may not reply)	No or very little crashing or loss of data, most features are present, relatively easy to learn
C	6-5pts	Database and layout need more work. Bare minimum of features included.	Users can create notes and save them locally, but have trouble sending.	Minimal data loss or crashing. Only some features, not easy to use.
D	4-3pts	Database and layout are minimal, only a few features	Users can create notes but not send.	Some crashing and data loss, minimal features and not easy to use.
E	2-0pts	Database and layout are not functional, little to no important features.	Users can draw	Crashing and data loss, little to no features and difficult to use.

Point Assignment:

Completeness [Max 10]:

Feature	Points
Ability to draw/create and save notes	2-3
Send notes via the Internet to selected people(working server)	2
Register friends	1-2
Reply to notes	1-2
Receive notes	2
Use natural input methods (voice/gesture)	1-2
Additional Features	< 1

Complexity [Max 10]

Feature	Points
Project complexity is well suited for the given amount of time	3
Exchanging of notes is incorporated	3
UI shows research and consideration for tasks	2
Bonus features are incorporated	< 1

Quality [Max 10]

Feature	Points
Application runs without crashes	3
Application UI shows through and consideration	2
Application is easy to understand and use with minimal learning	2
Contains all of the needed main features	3