

COMP 150 Project Proposal

Project Title (make it interesting)

- **Project Definition—What is this project?**

A paragraph or two describing what the game/project does and why it's interesting. Some also call this your "elevator pitch" - if you happen to bump into someone in the elevator and you have 30 seconds before they get out, how do you sell them on your great idea for an app. Specifically:

- What is the name of the project?
- Who might use this project? Why might they find it useful?

- **Who is in the team?**

Be sure to list all team members working on the project. You may want to give a preliminary breakdown of responsibilities for each team member.

- **Analysis and Design—What will the program look like, and what will it do?**

What will your program look like? How will the user use it?

- **Implementation--How will the program be developed?**

What are the key Python components that you plan to use? Include such things as dictionaries, functions, graphics, timing, different kinds of loops, files, web, etc.

- **What to turn in**

Prepare a proposal based on this template (complete all sections). Bring it to class for the next project "walkaround". You may be asked to submit it to Sakai. This is a working document, which your team will update as progress is made and changes are introduced.

- **Grading**

Your plan is part of your overall project performance, and is part of the 200 points for the project. It will count for approximately 20 points of the project.