

Foundations of Computer Science

Capstone Project

Proposal Document

Name:

Project Title:

Teacher:

Block:

Date:

Part I - Program Goals

In a 4-5 sentences, describe the purpose of your program. In addition to the paragraph, include a bulleted list of the goals for your program. This will be used to evaluate your performance after the program is complete.

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Part II - Intended Audience

Describe the audience or particular user you have in mind for your program. Why does it appeal to that person/population? Write 4-5 questions and use them to interview a person who would use the program. Get some ideas or feedback from them and incorporate that into your planning. List the interview questions and answers below.

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Part III - Required Programming Elements

Describe how you will use each of the programming elements below in your program. They must be used in a non-trivial way to earn full credit. Write a few sentences for each outlining where/how it will be used.

Variables (text and numeric):

Global variables:

Local variables (in draw):

User Input via Keyboard or Mouse:

If/Else:

Loops:

Custom Methods: List any local variables that will be used also.

Arrays:
Objects:(optional)

Part IV - Algorithm

Give the basic algorithm (list of steps) for what will happen in your program in the order in which it should happen.

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Part V - Sketches

Submit a sketch of your proposed project's user interface. If it is multiple screens, include a sketch for each. (this should be done on paper and handed in or you can take pictures of your drawings to insert here)

Part V - Teacher Approval

Teacher Approval:
Teacher Comments:
Date Approved: