

## Overview, Requirements, and User Interfaces [50 points]

To complete this part of the group project, you need to decide on a 'medium size' application you will be designing and implementing with your group. A 'medium size' application should not be too simple and should not be too complicated. Here are some attributes of a 'medium size' application for this class:

- The project has a graphical user interface (GUI)
- The project has at least two options
  - If it is a game, then there may be several configuration options
  - If it is a game against a computer, your two options may be the "difficulty level"
- Application state can be saved when application exits, and re-loaded when application starts
  - Example: save "high scores" of a game and re-load them when the application is restarted.

Submit a typed-up document, describing your project. **Submit one document per group.** Include group members' names on this document and the following details:

- **[10 points]** Project overview: high level overview of what the application will be doing and what it will be used for.
- **[20 points]** Detailed requirements: details about specific expectations of your application.
  - You can use user stories to come up with requirements
  - Your requirements should include the different options your application has
  - Your requirements should include details about the application state, that will be saved. Note, that we have not yet discussed how to save the state of the application. However, for this phase of the project, this should not matter.
  - Your requirements should include all other expectations of the application.
- **[20 points]** User interfaces – this is a visual representation of how the user of this application will interact with the application. These interfaces can be non-functional prototypes or simple pictures (drawn electronically) representing what the interface will look like. If you create interfaces as non-functional prototypes, you can 'snip' a picture of them and include them in your submission.