Initial Proposal Outline

Overview:

On Wednesday we will be checking in with each team to hear a bit more in-depth about what you're hoping to accomplish with your project and give you feedback on your plans. Please find a time to meet as a group and discuss the following; submit your answers by **Wednesday, March 9th at 9:00am**.

`provide comp50wd project3 init_proposal.pdf`

Team Name:

Come up with a cool team name. The more bad puns it includes the better.

Team Members:

List each team member and which project phase they plan to take point on (*Hardware* | *Software* | *UI/UX Design*).

Device Goals / Mission:

Think about the following as you refine what your goals are for your project. Your answers do not have to be long, but you do need to be able to speak further in depth about each answer you give.
- **Who** will be using your device?
- **What** will they be doing to interact with it?
- **When** will they want to use it?
- **Where** are they likely to be / what environment will they be in?
- **Why** will they be using it?
- In what ways will the device be enhancing the user's experience in this particular use case?

Preliminary Parts List:

No need to get too fancy here, but we'd like to get a sense of what you think you'll need in order to make this project happen as you've currently imagined it. This also gives us a way to get a better sense of what you're signing yourselves up for; if we see you going in a direction that may not be within the scope of this project, we can talk about what to further finesse to set you guys up for success. This will also be good for you to take a look at as you begin to start approximating your budget.

Foreseen Challenges:

What aspects of your project do you think could end up having unanticipated pitfalls? Start thinking about where and how things may break (or be hard to get working initially) so that you can think of alternative ways of achieving the same results (we want you to have something of a backup plan in case things go south later on).