**Scenario Application Project**

**Overview:**

This project is based on the seven steps of the SDLC from Kendall and Kendall. You will need to pick one of the four scenarios below. **Note that not all of the seven steps will be assigned in this class.**

**Project Goal:**

Gain practical experience with the System Design process to support the theoretical knowledge gained during the course.

***Scenario 1:***Congratulations on being brought in as a consultant here at *Amazing Apple Applications*. Your job is to come up with an idea for the next “killer” iPhone Application. Once you have the idea for the application, you will need to do parts of each of the seven SDLC design steps. Since the length of your engagement with our company is only 8 weeks, you will not need to do any actual coding or testing of the application.   
<https://developer.apple.com/library/ios/documentation/Miscellaneous/Conceptual/iPhoneOSTechOverview/Introduction/Introduction.html#//apple_ref/doc/uid/TP40007898>

Sample Applications: <http://www.apple.com/itunes/charts/paid-apps/>   
<http://www.apple.com/itunes/charts/free-apps/>

***Scenario 2:***Congratulations on being brought in as a consultant here at *Better Blackberry Bloatware*. Your job is to come up with an idea for the next “killer” Blackberry Application. Once you have the idea for the application, you will need to do parts of each of the seven SDLC design steps. Since the length of your engagement with our company is only 8 weeks, you will not need to do any actual coding or testing of the application.  
<http://na.blackberry.com/eng/developers/>

Sample Applications: <http://na.blackberry.com/eng/builtforblackberry/>

***Scenario 3:***Congratulations on being brought in as a consultant here at *Wonderful Windows Mobile Widgets*. Your job is to come up with an idea for the next “killer” Windows Mobile Application. Once you have the idea for the application, you will need to do parts of each of the seven SDLC design steps. Since the length of your engagement with our company is only 8 weeks, you will not need to do any actual coding or testing of the application.  
<https://dev.windows.com/en-us/>

Sample Applications: <https://www.microsoft.com/en-us/store/apps/windows-phone>

**Scenario 4:**

Congratulations on being brought in as a consultant here at ***Awesome Android Apps***. Your job is to come up with an idea for the next “killer” Android Application. Once you have the idea for the application, you will need to do parts of each of the seven SDLC design steps. Since the length of your engagement with our company is only 8 weeks, you will not need to do any actual coding or testing of the application.  
<http://developer.android.com/index.html>

Sample Applications: <http://www.android.com/market/#app=com.joelapenna.foursquared>

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**Answer the following Requirements:**

Step 1 - Identifying Problems, Opportunities, and Objectives

Activity:

* Interview someone with an iPhone, Blackberry, Android, or Windows Mobile device and find out if there is an application they would like to see developed. If this is not possible, think of your own idea for a good mobile application.  Note that it does not matter for this project if a similar application already exists. We are going to ignore whether or not competing products exist.
* Summarize the knowledge obtained.
* Estimate the scope of the project (number of people multiplied by the number of estimated hours).
* Document the results (see attached Project Design template)

**Output Should be:**

Feasibility report containing problem definition and objective summaries from which management can make a decision on whether to proceed with the proposed project.

**Note:**

Upon approval, need to work on more assignments on this project scenario.

**Instructions:**

**P**lagiarism free document.

APA format.

Submit it on time.