Project Proposal
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Project Definition:

Creating an İOS application (mobile operating system for Apple-manufactured devices), which creates new stories about everyday life.

Goals& Objectives:

Goals:

This project will provide an opportunity to show users skills and share these ideas with people which lead to create an environment for people who have common interests.

- Facilitating user interaction through the instant sharing of feelings and experiences and start a story.
- Create a platform that users feel comfortable with their writings.
- My Goal: Designing multi-touch application by learning mobile application coding.

Objectives:

- Create a functional application, which is tempting for İOS users.

Target Audience:

My target audience are:
- People who find interesting and take pleasure from developing stories that others have begun.
- People who enjoys reading short stories.
- People who are above the age twelve because young people's imaginations may not as developed as adults.

Background Information:

Since I was child I always had interest in reading stories and books so I

wanted to improve myself in an area for which I'm already interested in. I created this idea so that people like me will have the chance to both write and interact with each other. I also want to learn how to create an application so that I can expand my knowledge in application development.

In this project I am thinking of creating a İOS application. First I thought that it could be a web-site but then I thought today applications run people's lives, they become part of our daily lives. Moreover, the idea of a web site doesn't gives the feeling that you can write anywhere since I wanted this application to be accessible in anytime and anywhere.

As for the content of my project, which I am still working on, there will be a platform where you can choose the genre (crime, horror, love story etc.) and start a story about anything. There will be a word count, approximately 400 words, the system will automatically send the story to another user. And the other random user will continue to write the rest of the story. Also, there will be a dictionary feature, which any user can easily use when they hesitate. The users will sign up through their apple account, and if they want they can write under an alias or a nickname which will be an opportunity for the ones who are not comfortable with their writing and would like to stay anonymous..

By figuring out that people have a tendency to write their feelings and thoughts through Facebook, Twitter and blogs, this project will unite people who enjoys writing and want to contribute something personal in order to create and be a part of something bigger themselves.

Detailed Project Description:

This application is based on writing, improving skills and help people to use their imagination. The fundamental idea of this project is to create social application, and a İOS application which will support with its web site so there will be no inconsistence between the content of app and its web-site.

Since wireless and 3G became indispensible for our daily life, this application will operate by these means. First users will download the application and will sign up. After choosing the genre of the story, each user will start their own stories, or will continue which had already begun. To make it tempting I am considering to put a deadline for each story in order to keep up the interest.

Content of the application:

- Multi-touch gestures

- No inconsistence between icons, standard IOS controls.

Scope of the project:

What will be covered;

- Coding
- Interface design of the application
- Promotional Elements: Web-site (and its interface design)
- Dictionary feature

What will not be covered;

- Visual elements beside the design of the application.
- Private chat feature: To avoid unnecessary content like videos or photos. The content of the ones profile and the application itself will only be stories.

Required Know-How Requirements:

- ***Adobe programs*** to design the app itself and its web site.
- Coding : Learning how to use ***Xcode*** (an integrated development environment containing a suite of software development tools developed by Apple for developing software for IOS and OS X)
- Learning ***processing*** for the programming language.
- Learning how to code the website:
  HTML 5 and JavaScript

Difficulties & Risks:

- IPhone is an user-friendly device so I do not want to make it more complex by making over designing.
- Application will have multi-touch gestures, so people have difficulty to use smart phone may have also trouble using the app.
- Coding will be a challenge for me since I am not an expert about the technical side of the coding but my intention is to learn coding and doing it by myself.

Phases of the project:

First I'll do initial design on Photoshop, because the interface of the application will help me understand what is required from coding to achieve the functions of the interface.
Secondly I'll start writing the code.

- Full research about coding and its requirements.
- Creating the content of the application:
  When users log into app the options for the steps they would like to choose will be;

  Start A story
  Read
  Contribute
  Reply Invitation

  According to users option, Read icon will provide users to read the stories in itself it has also options to read the story of the week or the any written story which is completed by users.

- Learning coding: I will learn to create an application which also requires me to lean coding.
- Designing application and its web site : First I will draw up the content, secondy I will design the app by making a mock up.
  Web-site:
  First, I will design layouts.
  After finishing layouts, I will learn coding HTML 5 and JavaScript.
  Finally, I will finish the coding of the web-site.

- Testing the application to see how it works.

Criteria of Success:

- Interface design of the app and the web site
- Coding the application and its web-site
- Designing a booklet
- Testing the application and its web-site

Bibliography and References:

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