

PROJECT CALENDAR: CS IN THE WILD (4/17/26)

Current Season: Spring 2026 **Project Launch:** Friday, April 17 or 18, 2026

Final Showcase: Friday, May 22, 2026

THE IRON RULES

- 1. No Jumping Ahead:** You cannot write code until you have validated the problem.
- 2. No Solos:** Teams must be 2-4 people.
- 3. The "Wild":** You must leave the classroom to test with real humans.

WEEK 1: DISCOVERY & VALIDATION

- **Dates:** April 17 or 18 (Friday or Saturday) - April 24 (Friday)
- **Focus:** Problem Statements, User Interviews, Team Formation.
- **Allowed Tasks:** "Interviewing," "Writing Scripts," "Defining the Problem," "Forming Team."
- **OUT OF SCOPE:** Writing Code, Building UI, "Setting up the Repo."
- **Deliverable:** 3 Verified User Interviews & A Clear Problem

Statement.

WEEK 2: DESIGN & PROTOTYPE

- **Dates:** April 27 (Monday) - May 4 (Monday)
- **Focus:** Storyboarding, Figma/Paper Prototypes, User Flow.
- **Allowed Tasks:** "Drawing wireframes," "Designing in Figma," "Mapping user flow."
- **OUT OF SCOPE:** "Writing backend logic," "Database setup."

- **Deliverable:** A Clickable Prototype (or Paper Prototype) tested with 1 user.

WEEK 3+: THE BUILD (MVP)

- **Dates:** May 5 (Tuesday) - May 15 (Friday)
- **Focus:** Coding the "Minimum Viable Product."
- **Allowed Tasks:** "Coding," "Debugging," "Database," "CSS/Styling."
- **WARNING:** *If you are still interviewing, you are critically behind.*
- **Deliverable:** A working app that performs the one core function.

WEEK 4-: TESTING "IN THE WILD"

- **Dates:** May 18 (Monday) - May 19 (Tuesday)
- **Focus:** Real-world testing.
- **Allowed Tasks:** "User Testing," "Bug Fixing," "Polishing."
- **MANDATORY:** You must test with someone outside of this class.
- **Deliverable:** Feedback logs from 3+ strangers.

WEEK 5: THE SHOWCASE

- **Dates:** May 20 (Wednesday) - May 22 (Friday)
- **Focus:** Final Presentation / Demo Video.
- **Allowed Tasks:** "Editing Video," "Rehearsing," "Final Polish."
- **Deliverable:** 2-Minute Demo Video & Final Code Commit.