**Design Review, UI Development, and Database Development**

1. Review your design.
	1. Ensure you have accounted for the users of the system.
	2. Include a list of system features.
	3. If there are any example applications or services that you may draw from, list them.
2. Develop a list of general deliverables and artifacts you must include with your project. These may include but are not limited to: Executable applications, source code, user manuals, installation guides, developer documentation, deployed website, use cases, UML models, unit tests, ER diagrams, database schema, etc.
3. Are there any new technologies or tools the team will use? If so list them here and write an equivalent of a “Hello World” program for those tools.
4. Complete all paper prototypes for each screen in your application based upon your current understanding of the project.
5. Using HCI principles such as those presented in your textbook, consider if the workflow is appropriate for the user and if the look and feel is consistent throughout the program.
6. Complete use-case descriptions for all the major functionality of your program including pre-conditions, post-conditions, and invariants. Your use cases must clearly explain the transitions between each screen and the functionality of each screen.
7. Make a table of all data fields that need to be managed by a database. Include a column with a brief description of each and a column with the type of data in each field.
8. Include a revised ER diagram showing relationships of all data in the application.
9. Explain why a database is necessary for this project, and include justification.
10. What DBMS will you be using and why have you chosen it? If one is not necessary, what other complex tools will you use and why?
11. Provide a data dictionary explaining the meaning of each field, how each field is created and which screen creates it, and under what circumstances the field can be deleted (if any).
12. Ensure fields match your UI and use cases.
13. Create a sample database with fake data.
14. Have the course instructor or another professional review your database and UI.
15. During your presentation, you should be prepared to explain how the UI can be used for every major feature denoted in your use cases, how the UI will interact with the fields in the database, and the purpose of every field in the database.