CAPSTONE PROJECT

CAPSTONE PROJECT

the high point: crowning achievement

CAPSTONE PROJECT

CORE SUMMER COURSE

The CAPSTONE TEAM

THE CITY IN NEED OF STARTUPS



~ 100 STARTUPS ARE EXPECTED TO FILL NEW INDUSTRIAL PARK SPACES

EMERGING TECH SCENE

STARTUP AS A THESIS – 4TH YEAR IN YOUR OWN COMPANY



MORE ABOUT
THIS IN THE
SECOND LECTURE

EMERGING TECH SCENE

7 WEEKS

1 - PROJECT / 05.06 - 27.07

DURATION

AI - OPEN SOURCE - EXPERTS LEVERAGE IT ALL TO BUILD YOUR PROJECT

SCOPE and PROJECT SCALE

Al and OPEN SOURCE



UNIQUE OPPORTUNITIES

PICK ONE OF THE TIERS FOR YOUR PROJECT

WEB, MOBILE, ML or a PERSONAL track

YOUR PROJECT SHOULD BELONG TO THIS TIERS

- 1 PROJECT PER TEAM (5 to 7 PEOPLE)
- DIFFERENT TEAMS CAN WORK ON SAME PROBLEMS
- DIFFERENT ASPECTS OF ONE PROJECT CAN BE BUILT BY DIFFERENT TEAMS
- YOUR PROJECT SHOULD BE PUBLIC, NO NDA, CLEAR PERSONAL CONTRIBUTION, REPORTING

TIERS

MVP or a PROTOTYPE by week 3

Product or a service by week 7

GOAL

Project EXAMPLES:

1: Dog walking app for Innopolis

2: Local co-driving Telegram webapp

3: Calorie counting app with VIM's

4: ...

... you name it!

GOAL

PRODUCT, SERVICE or a PROBLEM - SCIENTIFIC BUISNESS HUMANITARIAN YOUR PROJECT SHOULD AIM AND CONSIDER:

- HIGH SOCIAL UTILITY
- DEFINED CUSTOMER DOMAIN
- TIME, RESOURCE AND SCOPE CONSTRAINTS

GUIDLINES

YOU CAN USE GENERATIVE AI SO, THE BAR IS HIGHER



CHARITY – BUILD SOMETHING FOR LOCAL MUSEUMS, NON-COMMERCIAL ORG'S, ETC

HUMANITARIAN

BUILD YOUR PORTFOLIO / SHOW YOUR SKILLS

CHARITY

F

WHILE BUILDING YOUR TEAM

THINGS YOU MIGHT THINK IN PRIOR

- MAKE A TEAM WITH DIVERSE SKILLS
- DIVISION OF LABOR
- SET THE RULES OF INTERACTION MAJORITY VOTE/LEAD DECISION / FREERIDE HANDLING

TEAM BUILDING

TO TRY AND FAIL IS OK! THINGS TO CONSIDER

TO IMMITATE WORK IS NOT!

THINGS NOT TO CONSIDER



NOTE

PROJECT TIMELINE:

WEEKLY DELIVERABLES

- **WEEK ONE -** Form a team, define a clear project vision, and set up the basic infrastructure.
- **WEEK TWO -** Translate requirements into initial designs and backend structures
- **WEEK THREE -** *Implement the core functionality of your Minimum Viable Product (MVP)*
- **WEEK FOUR -** Ensure quality through testing, automate processes, and prepare for deployment
- **WEEK FIVE -** Gather user feedback, iterate on the MVP, and improve overall project quality
- **WEEK SIX -** Finalize the project, prepare all deliverables, and craft a compelling presentation
- **WEEK SEVEN –** Successfully present your project to TAs and peers.

ROADMAP

F

FEEDBACK, REFLECTION, ACTION HOW TO REPORT ON YOUR PROJECT

- WE WILL SETUP THE PROJECT WEBSITE WHERE EACH WEEK YOUR TEAM WILL BE TASKED TO REPORT ON CURRENT PROGRESS, LATEST EVERY FRIDAY EVENING
- WE WILL PROVIDE YOU WITH FEEDBACK AND MAKE SUGGESTIONS ON YOUR PROJECT
- ALL TEAMS CAN SEE ALL REPORTS / MODIFY THEIR PROJECTS ON THE BASIS OF THIS REPORTS
- EVERY WEEK WE WILL HAVE A LECTURE/MEETING WORKING THROUGH PAIN POINTS

LEARNING

r

GRADING CRITERIA 100 POINTS MAX

72 points – weekly PROGRESS REPORTS

28 points – FINAL DEMO

EVALUATION

F

BUILDING ON CAPSTONEPROJECT WAS A SUCCESS?

- CONTINUATION MAKE SURE THAT YOUR PROJECT WILL BE FEASIBLE AFTER CAPSTONE
- MENTORSHIP FIND MENTORS FROM THE FACULTY OR INDUSTRY
- LEADERSHIP BUILD YOUR TEAM FURTHER RECRUIT MORE ENGINEERS

FUTURE PROGRESS

F

WEEK ONE WHAT TO DO?

INSTRUCTIONS WILL BE PUBLISHED ON OUR SHARED BLOG EVERY WEEK, PUBLISH THEIR PROGRESS IN THE BRANCH WE WILL EVALUATE YOUR REPORT AND GIVE FEEDBACK WE'LL HAVE WEEKLY MEETINGS WITH TEAMS

DELIVERABLES FOR THE WEEK ONE

r

QUESTIONS?

INSTRUCTIONS ARE ONLINE

VISIT CAPSTONE.INNOPOLIS.UNIVERSITY

DELIVERABLES FOR THE WEEK