

# Product Sprint

## Overview

For this project, you will build a working prototype of an app that applies concepts from the course to address a real problem. The goal is not to build a fully scaled product, but instead to demonstrate that you can define a useful problem, make a thoughtful technical choice, and ship a small app that makes the value proposition easy to understand.

## What You Can Build

Your app must be grounded in one of the ML/AI concepts from class. We expect most submissions to take one of the following forms:

- **ML prediction:** Using structured data to make predictions or recommendations.
- **Computer-vision:** Using a CNN or other image model to classify, detect, or interpret images.
- **LLM-powered:** Calling an LLM API to create a specialized agent that helps the user solve a problem.

Please reach out to the instructor if you would like to pursue a direction not captured above.

## Recommended Tech Stack

We recommend using the tools below. We'll review each of them in-class during Week 8's lecture.

- **Development:** [Claude Cowork](#) or [ChatGPT Codex](#). A \$20/month subscription is recommended for the build period.
- **Hosting and deployment:** [Railway](#). The free tier is most likely sufficient for your needs, but the \$5/month Hobby plan will guarantee stability.
- **LLM APIs:** If your project uses an LLM, we recommend using the free [Gemini Flash API](#).

## Deliverables

You will submit your project through a portal outside of BruinLearn. The exact URL will be provided at a later date. The deliverables are as follow:

1. **A polished 5-minute pitch video.** We suggest you record the pitch in Zoom with screen sharing and save/export it as an MP4 file. The video should demonstrate the app working and address the five questions below. (You are free to use other approaches to create your video, provided you address the questions and submit it as an MP4 file.)
2. **Written summary (maximum 500 words).** The writeup should address the same questions as the video.
3. **The URL to your live app.** Submit the deployed Railway URL where the prototype can be tested.

## Pitch and Writeup Questions

Both your pitch video and written summary should answer the following questions:

1. What is the problem?
2. What did you build and how does it work?
3. Who are the end users, and how does your app deliver value to them?
4. What are the main limitations of your approach?
5. How would you improve your product?

## Key Dates

Date	Milestone
May 18 <sup>th</sup> (Week 8)	Overview of the tech stack during lecture
May 22 <sup>nd</sup> (Week 9)	Full in-class lab to work with your team
<b>11:59pm PT, May 27<sup>th</sup></b>	<b>Final submissions due</b>
May 28 <sup>th</sup> - 29 <sup>th</sup>	Class voting period for Round 1
May 30 <sup>th</sup>	Top 8 teams announced
June 1 <sup>st</sup>	Final pitches; Round 2 voting

## Scoring and Evaluation

Projects will be scored through two rounds:

**Round 1:** Each student will choose their three favorite apps. The top eight teams, based on total votes, will advance to the Week 10 pitches.

**Round 2:** During the Week 10 pitches, everyone will score each team out of 10. The total class score will count for 50%, the instructor's score will count for 25%, and the TA's score will count for the remaining 25%. The top three teams will be announced live at the end of class.

Note the final grade for each project will be a combination of the scoring system described above and an additional review from the teaching team.