



## Malaysia Software Design Competition 2009 Proposal

### PROJECT OVERVIEW

Please complete the following fields to explain your proposal submission for the Imagine Cup 2009 Malaysia, Software Design Competition. Please feel free to supply extra documentation, diagrams, code or media to give us a better idea of how your team's entry can use technology to solve the toughest problems facing us today. 8 UN Millennium goals: End Poverty and Hunger, Universal Education, Gender Equality, Child Health, Maternal Health, Combat HIV/AIDS, Environmental Sustainability, Global Partnership (<http://www.un.org/millenniumgoals/>)

To qualify for the Software Design Invitational, each team must ensure they supply the following:

1. Read the T&C and register at <http://www.imaginecup.com>.
2. Email this document fully completed in all sections – Concept, Application Overview, and Architecture Design.
3. Email Sample Code (if available) that demonstrates the most compelling part of your application in working form. Please supply extra documentation if the code requires set-up or additional understanding.

Please email this proposal to: [myimagin@microsoft.com](mailto:myimagin@microsoft.com) and also upload to [www.imaginecup.com](http://www.imaginecup.com) website.

*(Due to the nature of email, please contact us if you do not receive a confirmation of receipt from us.)*

### Team Details:

<b>Team Name</b>	
<b>Members</b> <i>please supply the contact information for each member:</i> <ol style="list-style-type: none"> <li>a. Name</li> <li>b. Email address</li> <li>c. Contact number</li> <li>d. School</li> </ol>	
<b>Application Name</b> <i>(if different from team name)</i>	
<b>Faculty Mentor</b> <i>(if available)</i> <ol style="list-style-type: none"> <li>a. Name</li> <li>b. Email address</li> <li>c. Contact number</li> <li>d. School</li> </ol>	
<b>Student Partner</b> <i>(your Microsoft Student Partner representative, if available)</i>	



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## Concept

*"Imagine a world where technology helps solve the toughest problems facing us today."*



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## Application Overview

Please detail how your application works and interacts with users and with other systems.



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## Architectural Design and Technologies Used

A diagram is often the most useful way of describing your architecture (feel free to use an external file and reference here)

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### Reminder!

If available, please include your sample code when emailing this documentation.

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**Thank You!**

**Imagine Cup Malaysia**