**COMP.6215**

**Graphical**

**User**

**Interface Programming**

**Assignment 1**

**Assignment one**

**Semester one, 2020**

**Due Date: Friday 23rd March 5:00 p.m.**

**Weighting: 40%**

**Marks: 100 marks**

**Learning outcomes:**

* Demonstrate competency in the use of GUI programming languages and environment.
* Demonstrate the use of a GUI language for the creation of an effective front end.
* Demonstrate the testing, debugging and documentation of GUI programs.

**Assignment Requirements**:

**Instructions**:

The assignment must be a product of your own work, except for the use of resources supplied with the course, discussions conducted with the lecturers, and other assistance shown as acceptable in the section Assistance to Other Students below.

Assistance to other students:

Students themselves can be excellent resources to assist the learning of fellow students, but there are issues that arise in assessments that relate to the type and amount of assistance given by students to other students. It is important to recognise what types of assistance are beneficial to another’s learning and also what types of assistance are acceptable in an assessment.

Beneficial Assistance (this assignment)

* Study Groups
* Discussion
* Sharing reading material

Unacceptable Assistance

* Working together on one copy of the assessment and submitting it as your own work
* Giving another student your work
* Copying someone else’s work
* Changing or correcting another student’s work
* Copying from books, the Internet etc. and submitting it as your own work

## Assessment Requirements

You are to design an application of your own choosing and produce a prototype.

Your design and prototype should have sufficient complexity to allow the navigation between 5 to 10 pages. A variety of standard objects should be used to demonstrate the features of each page.

You should utilise the following Rapid Application Design Process to achieve your brief:

* Concept
  + Concept Idea:
    - Describe your application idea.
    - Note any positive features you would like to include in your application based on research of the current market.
  + Concept breakdown:
    - Break down your idea into categories based on the operation of your application and pages; this can be in the format of a set of notes or a mind map (diagram).
* Structure:
  + Define the connectivity of your application pages using some form of navigational model (hierarchical diagram).
* Interaction:
  + Define the operation of each page (also showing the connectivity of pages) in the format of an annotated diagram.
* Visual:
  + Design a Mood Board for your application, using any one of the strict, messy, pin board or style tile formats.
    - The following should be represented on your mood board:
      * Colour theme pallet
      * Text (typography)
      * Texture and/or patterns to express the theme / genre / style.
      * Images to express the theme / genre / style.
      * Logo (application or company) design appropriate for the style of interaction and theme of the application.
  + Consideration should be given to making the application look polished and professional. All graphics utilised in your design prototype should be appropriate for the style of interaction and theme of the application.
* Prototype:
  + Produce a prototype of your application.

**COMP.6215 – Graphical UI Programming Semester 1, 2020**

|  |  |  |
| --- | --- | --- |
| Assignment Marking schedule Student Name:  Student ID: | | |
|  | Marks available | Marks Scored |
| Concept | | |
|  |  |  |
| Initial idea in the form of a description of the initial idea and positive features noted. | **5** |  |
| Breakdown of the concept in the form of a list of categorised option or mind map (diagram) for the application / pages. | **10** |  |
|  |  |  |
| Structure | | |
|  |  |  |
| The connectivity of the application pages defined using some form of navigational model (hierarchical diagram). | **10** |  |
|  |  |  |
| Interaction | | |
|  |  |  |
| The operation of each page (also showing the connectivity of pages) is defined in the form of an annotated diagram (wire-frames, annotated screen representations, storyboard etc.). | **20** |  |
|  |  |  |
| Visual | | |
|  |  |  |
| Mood board design using any one of the strict, messy, pin board or style tile formats presented. The following should be depicted on the mood board, colour theme pallet, text (typography), texture and/or pattern, images and a logo. | **10** |  |
| Graphics utilised in the application are appropriate for the style of interaction and theme of the application. | **5** |  |
|  |  |  |
| Prototype | | |
|  |  |  |
| Prototype of an application submitted that provides a solution to the design brief. | 25 |  |
| Page prototypes display realistic design solutions for the required functionality. | 10 |  |
| Connectivity between pages implemented. | 5 |  |
|  |  |  |
| Total | **100** |  |