

Test Project

Module C Implement
Day 3 A.M.

Mobile Applications Development

Independent Test Project Designer: ITPDs

Independent Test Project Validator: Junbin Fang SCM

Contents

Introduction	3
Description of project and tasks.....	3
General Demands.....	4
Pages Demands	4
Home page	4
<i>Elements include:</i>	4
<i>Functional requirements:</i>	4
Explore page	5
<i>Elements include:</i>	5
<i>Functional requirements:</i>	5
Ticketing page.....	6
<i>Elements include:</i>	6
<i>Functional requirements:</i>	6
Artists page	7
<i>Elements include:</i>	7
<i>Functional requirements:</i>	7
Exhibit page	8
<i>Elements include:</i>	8
<i>Functional requirements:</i>	8
Instructions to the Competitor	9

Introduction

X-French Travel plans to develop several apps to help people learn about French tourist attractions, history, and culture and promote the flourishing development of local tourism.

In the morning, the task is to develop an app about the Museum, and in the afternoon, an app about Lyon. The museum app serves as a powerful tool that bridges the gap between visitors and museums, enhancing the overall visiting experience. The Lyon app showcases the historical features of Lyon.

The designer has provided you with product prototypes. As a Mobile Application Developer, your task is to develop the corresponding app in strict accordance with the requirements of the prototype and the videos.

Description of project and tasks

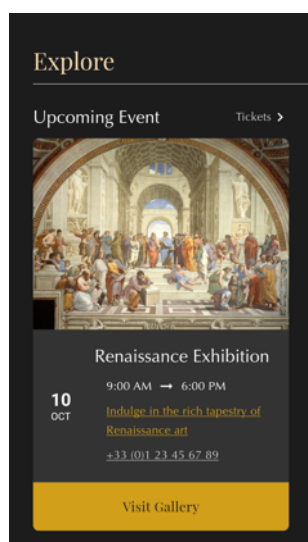
This development should be carried out in strict accordance with the prototype style and the requirements. The task is divided into two parts based on different equipment types:

	PART	NAME	COMPETITION TIME	MARKING DEVICES
✓	A.M.	Implement (phone)	2.5 hours	Emulator: Pixel 2 or iPhone 8 Plus
	P.M.	Implement (tablet)	2.5 hours	Emulator: Pixel C or iPad pro (9.7-inch)

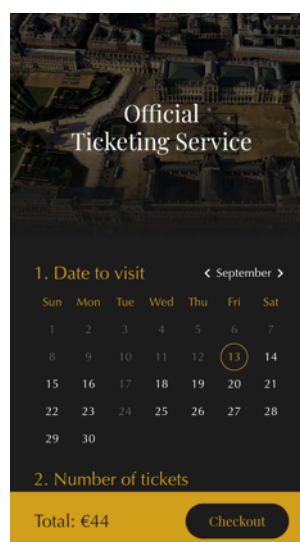
Bellow is an overview of the prototypes. Please refer to the **media-files** for details.



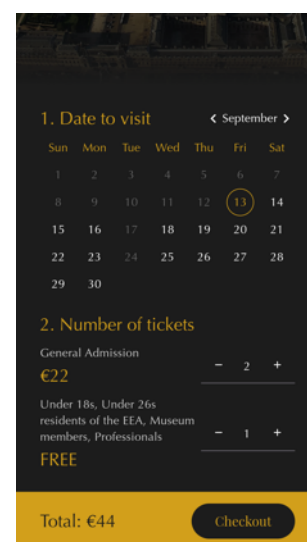
Home page



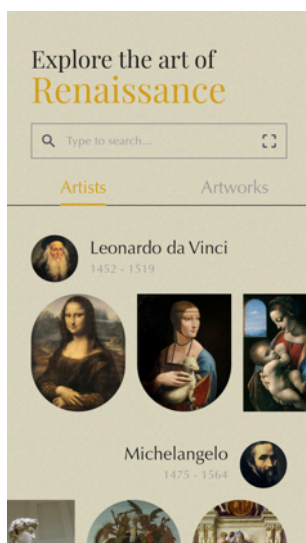
Explore page



Ticketing page



Ticketing page (scrolled)



Artists page



Artists page (scrolled)

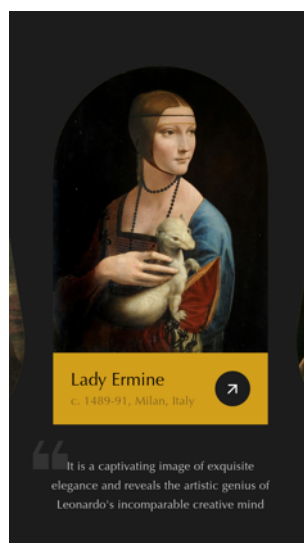


Exhibit page



Exhibit page (swiped)

General Demands

1. All animation effects should be developed to match those shown in the videos;
2. The appearance must strictly follow the details of the prototype. Functions not mentioned in the description do not need to be implemented;
3. Use the provided font consistently throughout the application.

Pages Demands

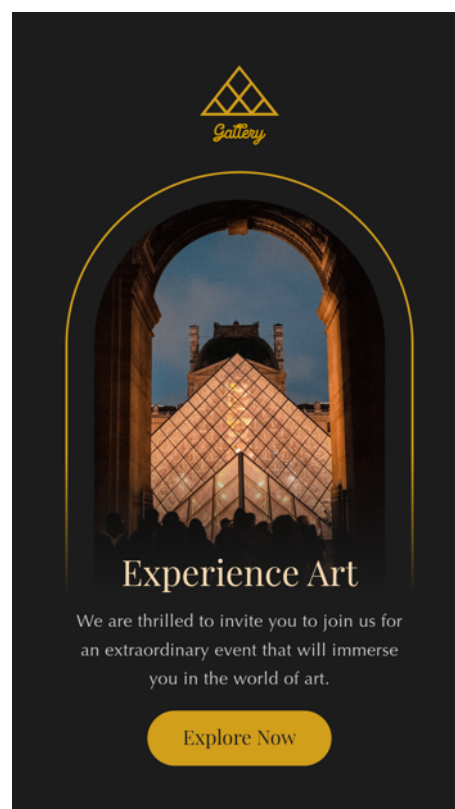
Home page

Elements include:

1. Logo;
2. Museum area;
3. Museum image;
4. The yellow outer border line of the image;
5. Title "Experience Art";
6. Introduction text;
7. "Explore Now" button.

Functional requirements:

1. Implement an animation where the museum area gradually appears from top to bottom;
2. Present the title and introduction text using a typing animation effect;
3. Sequence the animations as follows: Museum area, title, introduction text. Start each animation immediately after the previous one ends (refer to [animations/home.mp4](#));
4. Click the "Explore Now" button to navigate to the Explore page.



Explore page

Elements include:

1. Title "Explore";
2. Subtitle "Upcoming Event";
3. "Tickets" with icon;
4. Event card:
 - (a) Cover;
 - (b) Theme;
 - (c) Date;
 - (d) Time range with arrow icon;
 - (e) Introduction with underline;
 - (f) Contact phone number with underline;
 - (g) "Visit Gallery" button.

Functional requirements:

1. Click "Tickets" to navigate to the Ticketing page;
2. Click the "Visit Gallery" button to navigate to the Artists page.



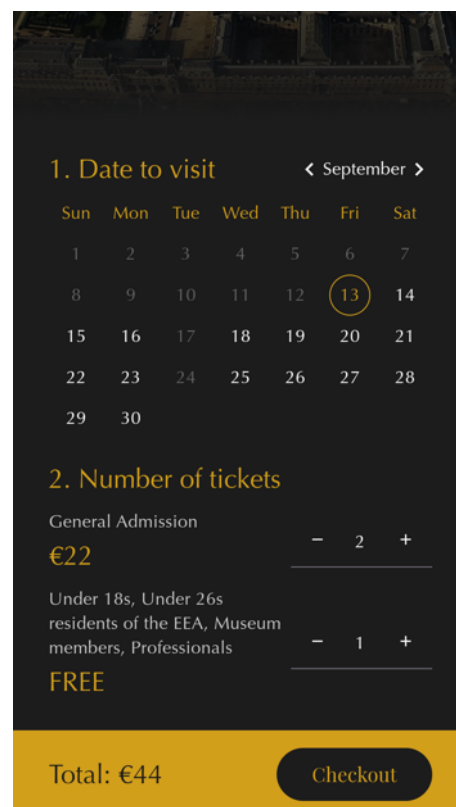
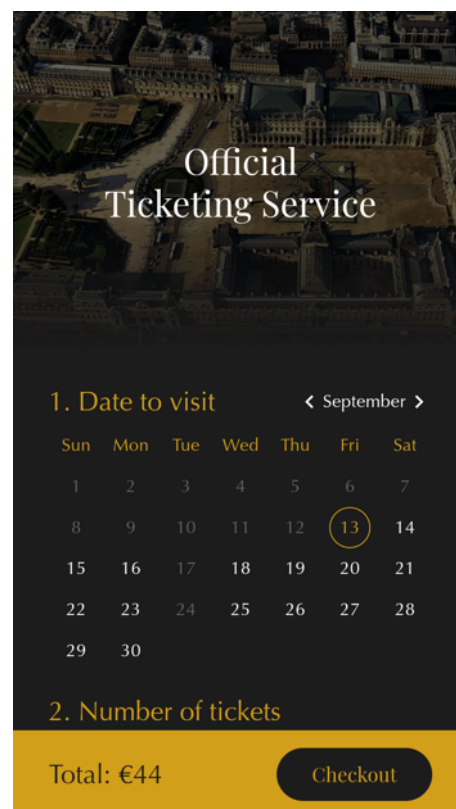
Ticketing page

Elements include:

1. Title area:
 - (a) Title "Official Ticketing Service";
 - (b) Background image;
2. Date area:
 - (a) Title "1. Date to visit";
 - (b) Current month text "September";
 - (c) Left and right icon beside text "September";
 - (d) Calendar view:
 - (i) Abbreviations for dates of the week;
 - (ii) The days in September;
3. Tickets area:
 - (a) Title "2. Number of tickets";
 - (b) List of different tickets:
 - (i) Ticket name;
 - (ii) Price;
 - (iii) Quantity controller with plus and minus icon;
4. Checkout area:
 - (a) Price text "Total: €44";
 - (b) "Checkout" button.

Functional requirements:

1. Ensure there is a dark layer on the background image that transitions seamlessly into the background color below;
2. Display the calendar view correctly to show all dates for September 2024;
3. The museum closes every Tuesday, so display Tuesday and past dates in gray, highlight today's date, and show other dates in white;
4. Allow users to select a date by clicking it, with the selected date displayed with a circular border. Only today's date and future dates (excluding Tuesday) can be selected;
5. The quantity can be adjusted by clicking the plus and minus icons, with the range limited to 0-9;
6. The checkout area should remain fixed at the bottom of the screen while the page is being scrolled.



Artists page

Elements include:

- Title "Explore the art of Renaissance";
 - Search input box;
 - Search icon;
 - Hint text "Type to search...";
 - Scan icon (🔍).
- 2 items of tab: "Artists" and "Artworks";
- Information of 3 artists, each artist includes:
 - Avatar;
 - Name;
 - Years of birth and death;
 - 3 artworks.


Functional requirements:

- Use the provided background image ([images/background.jpg](#)) to cover the entire screen;
- Allow tab items to be selected by clicking, with the selected item highlighted and underlined;
- Display data for the 3 artists correctly;
- Apply the border-radius to the artworks as specified in the prototype, and enable horizontal swiping of the artworks;
- Click on the artworks of first artist to navigate to the Exhibit page.



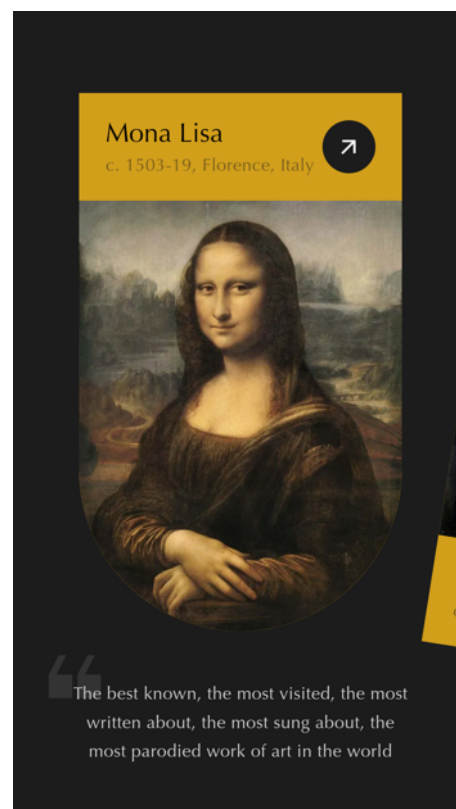
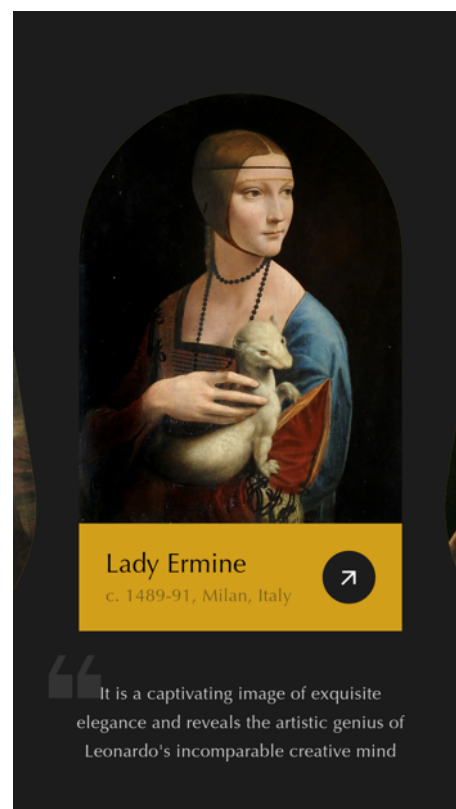
Exhibit page

Elements include:

1. List of artworks, each artwork includes:
 - (a) Image;
 - (b) Title;
 - (c) Painting time and place;
 - (d) Arrow icon ().
2. Comment area:
 - (a) Quotation mark icon
 - (b) Comment text.

Functional requirements:

1. Read the artworks data from [data/artworks.json](#);
2. The rounded corners and order of elements for the artworks should be identical to the prototype;
3. Display the artworks in a petal-shaped layout, with no tilt and enabling horizontal swiping (refer to [animations/artworks.mp4](#));
4. Display the comment text as the artworks are swiped.



Instructions to the Competitor

1. Please create the project with correct package name (Android) / Organization Identifier (iOS). The naming convention is edu.ws2024.cXX.am;
2. You should save the project in the folder XX_Module_C_AM;
3. You should rename the generated apk (Android) / app (iOS) file as XX_Module_C_AM.apk (Android) / XX_Module_C_AM.app (iOS) and save it in the root of the XX_Module_C_AM folder;
4. The whole XX_Module_C_AM folder should be pushed to the provided remote Git repository in time;
5. Note: "XX" refers to your workstation code.