

Sample Test Project

Mobile Applications Development

Module C Implement

Day 3 P.M.

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Introduction

As the organizer of the WorldSkills Competition, WorldSkills International is looking forward to the grand event being held in France. As the capital of gastronomy, France boasts a rich and diverse culinary culture, whose unique flavors attract food enthusiasts from all over the world. Therefore, we have decided to develop an application related to French cuisine, aiming at providing the comprehensive culinary experience for both competitors and visitors.

The designer has provided you with two versions of product prototypes-- phone and tablet. As a developer of mobile applications, your task is to develop the corresponding app in strict accordance with the requirements of the prototype and the videos.

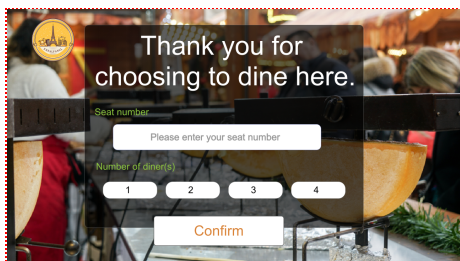
Description of project and tasks

This development needs to be carried out in strict accordance with the style of the prototype and the requirements. The task is divided into two parts according to different equipment types:

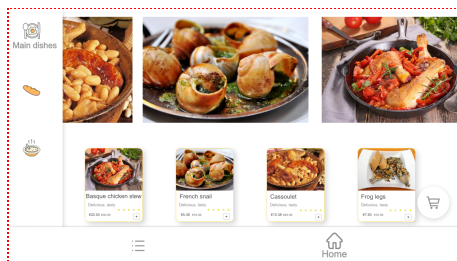
	Part	Name	Competition time	Marking devices
	A.M.	Implement (phone)	2.5	Emulator: Pixel 2 or iPhone 8 Plus
✓	P.M.	Implement (tablet)	2.5	Emulator: Pixel C or iPad pro (9.7-inch)

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

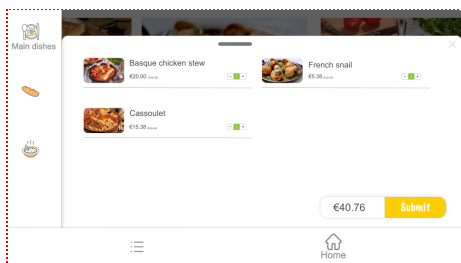
Application prototypes



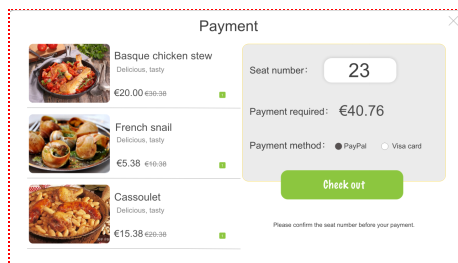
Welcome page



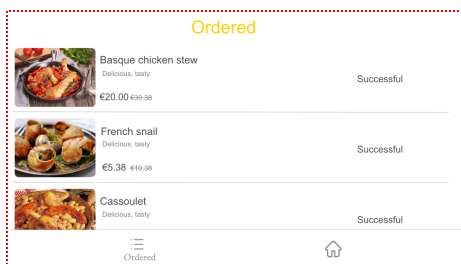
Home page



Shopping Cart page



Payment page



Ordered page

General Demands

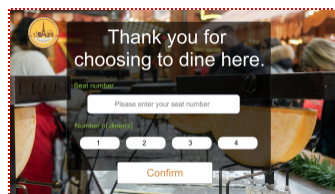
1. All animation effects should be developed by reference to videos;
2. Strictly follow the details of the prototypes.

Pages Demands

1. Welcome page

1.1 Elements include:

- 1) Logo;
- 2) Background;
- 3) Text "Thank you for choosing to dine here";
- 4) Seat number input box:
 - a) Hint text "Please enter your seat number";
- 5) Guests selection:
 - a) Text "Number of diner(s)";
 - b) 1-4 buttons of the guests;
- 6) "Confirm" button.



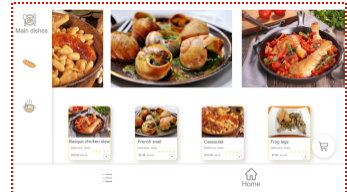
1.2 Functional requirements:

- 1) Click the "Confirm" button to navigate to Home page.

2. Home page

2.1 Elements include:

- 1) Food categories selection area in left side:
 - a) 3 selection items "Staple food", "Pastries" and "Soups";
 - b) The selected item shows the icon and name, unselected item only show the icon;
- 2) Food display area in right side:
 - a) Food category images;
 - b) Introduction cards for food categories:
 - i) Food name;
 - ii) Food description "Delicious, tasty";
 - iii) Discounted price and original price;
 - iv) Add button;
- 3) Shopping cart area in bottom right side:
 - a) Icon;
 - b) Circular background with shadow;
- 4) Bottom navigation bar:
 - a) 2 navigation items "Ordered" and "Home";
 - b) The selected item shows the icon and name, unselected item only shows the icon.



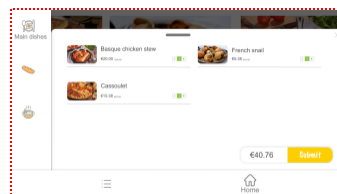
2.2 Functional requirements:

- 1) Food categories selection area:
 - a) The animation refers to the provided video file;
 - b) The food display area always displays the corresponding images by switching the categories;
- 2) Click the shopping cart area to navigate to Shopping Cart page.

3. Shopping Cart page

3.1 Elements include:

- 1) Food categories selection area in left side;
- 2) Shopping cart food display area in right side:
 - a) Shopping cart:
 - i) Food name;
 - ii) Food description "Delicious, tasty";
 - iii) Discounted price and original price;
 - iv) Quantity, increase button, decrease button;
 - b) Close button displays at the top right corner;
- 3) Total price area:
 - a) Total price of the food items;
 - b) "Submit" button;
- 4) Bottom navigation bar.



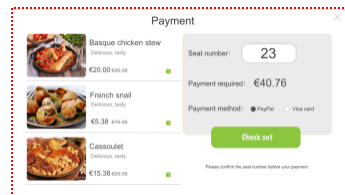
3.2 Functional requirements:

- 1) The total price of the shopping cart needs to be calculated correctly;
- 2) Click the Close button to close Shopping Cart page;
- 3) Click the "Submit" button to navigate to Payment page.

4. Payment page

4.1 Elements include:

- 1) Title "Payment";
- 2) Ordered food display area in left side:
 - a) Food name;
 - b) Food description "Delicious, tasty";
 - c) Discounted price and original price;
 - d) Food quantity;
- 3) Close button in top right corner;
- 4) Payment information area in right side:
 - a) Label text "Seat number";
 - b) Seat number input box;
 - c) Label text "Payment required" and total price;
 - d) Label text "Payment method" with 2 options "Paypal" and "Visa card";
 - e) "Check out" button;
 - f) Hint text "Please confirm the seat number before your payment".



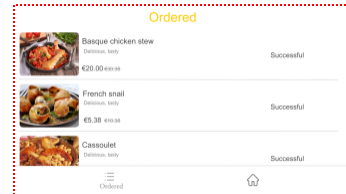
4.2 Functional requirements:

- 1) Click the close button to back to Shopping Cart page;
- 2) The total price needs to be calculated correctly;
- 3) The payment methods should be selected as a single choice;
- 4) Click the "Check out" button to navigate to Ordered page.

5. Ordered page

5.1 Elements include:

- 1) Title "Ordered";
- 2) Food display area:
 - a) Shopping cart:
 - i) Food name;
 - ii) Food description "Delicious, tasty";
 - iii) Discounted price and original price;
 - iv) Text "Successful";
- 3) Bottom navigation bar.



5.2 Functional requirements:

- 1) Click the icon in the bottom navigation bar to switch to the corresponding page.

Instructions to the Competitor

1. Please create the project with correct package name (Android) / Organization Identifier (iOS). Naming convention: edu.ws2024.cXX.pm;
2. You should save the project in the folder: XX_Module_C_PM;
3. You should rename the generated apk (Android) / app (iOS) file as XX_Module_C_PM.apk (Android) / XX_Module_C_PM.app (iOS), and save it in the root of the XX_Module_C_PM folder;
4. The whole XX_Module_C_PM folder should be pushed to the provided remote Git repository;
5. Submit part A.M. in the morning and part P.M. in the afternoon, and the two parts will be marked independently;
6. Note: XX refers to your workstation code.