

Sample Test Project

Mobile Applications Development

Module C Implement

Day 3 A.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:

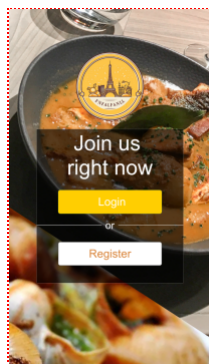
	Part	Name	Competition time	Marking devices
✓	A.M.	Implement (phone)	2.5	Emulator: Pixel 2 or iPhone 8 Plus
	P.M.	Implement (tablet)	2.5	Emulator: Pixel C or iPad pro (9.7-inch)

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

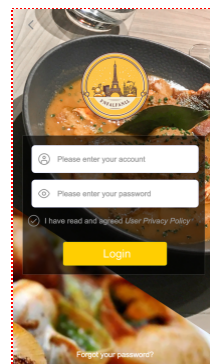
Application prototypes



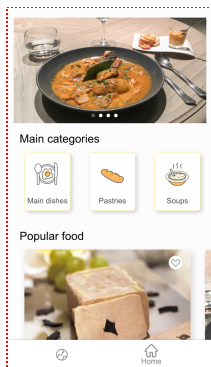
Bootstrap page



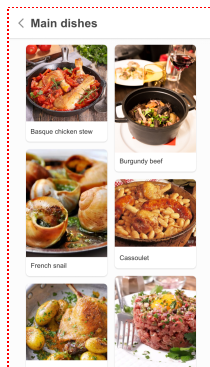
Welcome page



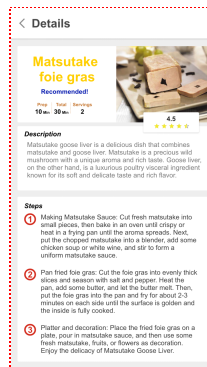
Login page



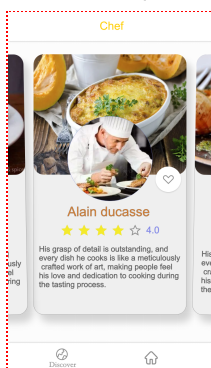
Home page



Home Types page



Details page



Discover page

General Demands

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

Pages Demands

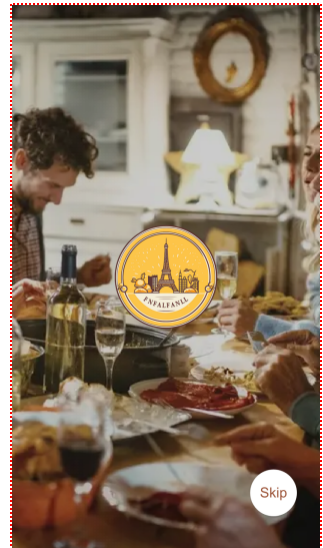
1. Bootstrap page

1.1 Elements include:

- 1) Logo;
- 2) Background image;
- 3) "Skip" button.

1.2 Functional requirements :

- 1) Create the animation referring to the provided video file;
- 2) Click the Skip button to navigate to Welcome page.



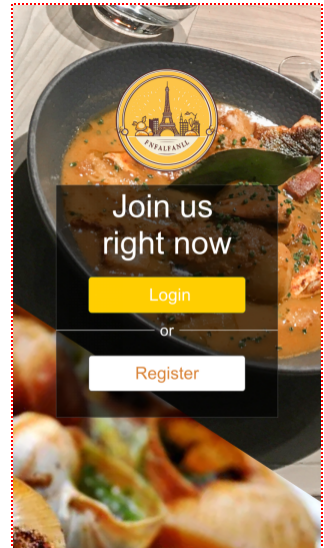
2. Welcome page

2.1 Elements include:

- 1) Logo;
- 2) Background;
- 3) Text "Join us right now";
- 4) "Login" button;
- 5) Divider with text "or";
- 6) "Register" button.

2.2 Functional requirements:

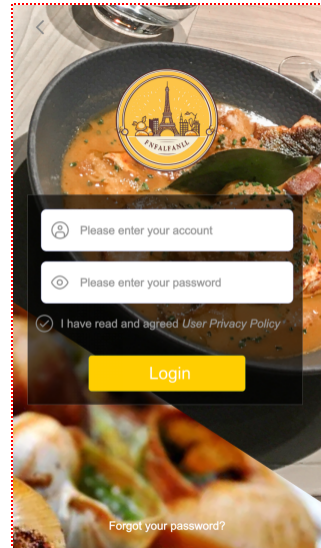
- 1) Button animations refer to the provided video file;
- 2) Click the "Login" button to navigate to Login page.



3. Login page

3.1 Elements include:

- 1) Logo;
- 2) Back button in the top-left corner;
- 3) Account input box:
 - a) Icon;
 - b) Hint text "Please enter your account";
- 4) Password input box:
 - a) Icon;
 - b) Hint text "Please enter your password";
- 5) User agreement:
 - a) Checkbox;
 - b) Text "I have read and agreed *User Privacy Policy*";
- 6) "Login" button;
- 7) Hint text "Forgot your password?".



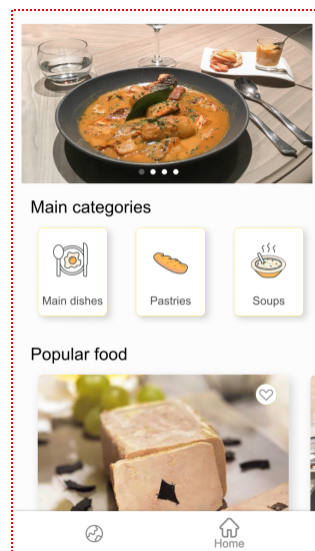
3.2 Functional requirements:

- 1) Checkbox can be clicked for interaction;
- 2) Click the back button to back to Welcome page;
- 3) Click the "Login" button to navigate to Home page.

4. Home page

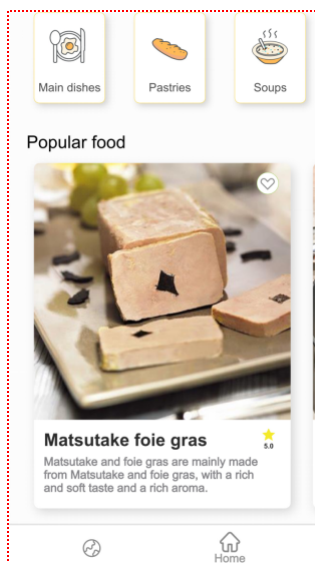
4.1 Elements include:

- 1) Food images;
- 2) Main categories:
 - a) Title "Main categories";
 - b) 3 Food category items with icon "Main dishes", "Pastries", "Soups";
- 3) Popular food:
 - a) Title "Popular food";
 - b) Content blocks for food display:
 - i) Food name;
 - ii) Food introduction;
 - iii) Food rating:
 - (1) Icon;
 - (2) Numerical rating;
- 4) Bottom navigation bar:
 - a) 2 navigation items "Discover" and "Home";
 - b) The selected item shows the icon and name, unselected item only show the icon.



4.2 Functional requirements:

- 1) Food images:
 - a) Automatically loop;
 - b) In the bottom of food images, there is a dot indicator to reflect which image is showing;
- 2) Click a food category to navigate to the corresponding Home Types page;
- 3) Popular food:
 - a) At least 2 foods are displayed here;
 - b) Foods can be swiped horizontally;
 - c) Click one of the foods to navigate to the corresponding Details page;
- 4) Click the icon in the bottom navigation bar to switch to the corresponding page.



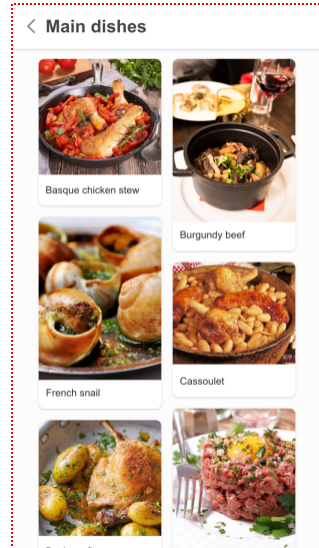
5. Home Types page

5.1 Elements include:

- 1) Title "Main dishes";
- 2) Back button;
- 3) Food display area:
 - a) Each food block includes image and name.

5.2 Functional requirements:

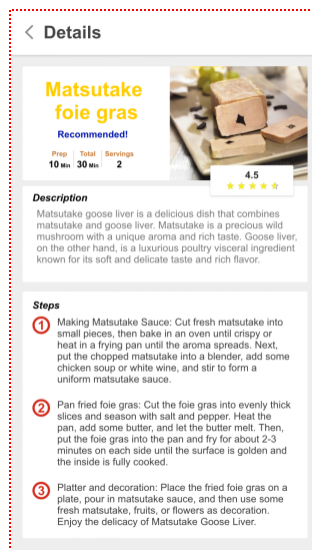
- 1) Click the back button to back to Home page;
- 2) Food display area: In waterfall layout.



6. Details page

6.1 Elements include:

- 1) Title "Details";
- 2) Back button;
- 3) Food name area:
 - a) Food name;
 - b) Food image;
 - c) Text "Recommended!";
 - d) Label "Prep" with text "10 Min";
 - e) Label "Total" with text "30 Min";
 - f) Label "Servings" with text "2";
- 4) There is a rating below food image:
 - a) Rating number;
 - b) Rating icon corresponding to the number;
- 5) Food description area:
 - a) Title "Description";
 - b) Description text;
- 6) Food preparation steps area:
 - a) Title "Steps";
 - b) Preparation steps: Each step has a step number and instruction.



6.2 Functional requirements:

- 1) Click the back button to back to Home page.

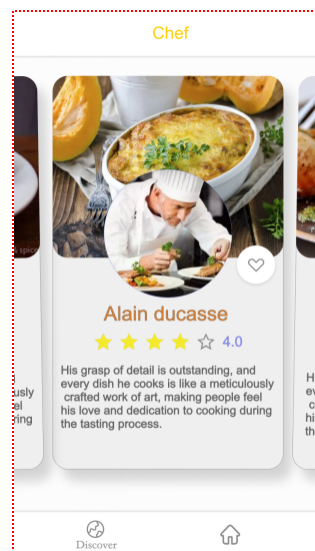
7. Discover page

7.1 Elements include:

- 1) Title "Chef";
- 2) Chef introduction area:
 - a) Food background image;
 - b) Chef image;
 - c) Chef favorite button;
 - d) Chef name;
 - e) Chef rating number with corresponding star icons;
 - f) Chef introduction text;
- 3) Bottom navigation bar:
 - a) 2 navigation items "Discover" and "Home";
 - b) The selected item shows the icon and name, unselected item only shows the icon.

7.2 Functional requirements:

- 1) There should be at least 3 chefs;
- 2) Chef favorite area: The heart icon can toggle between a [Favorited/Unfavorited] state;
- 3) 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.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;
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.