

Sample Test Project

Mobile Applications Development

Module A Functionality

Day 1 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 product manager has provided you with product wireframes for both phone and tablet versions. As a developer of mobile applications, your task is to develop corresponding apps based on the given wireframes according to specific development needs.

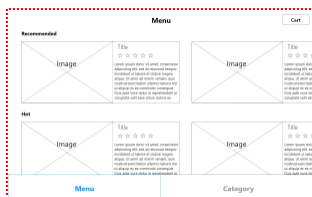
Description of project and tasks

The developer does not need to consider the aesthetics of the program interface and the position of the elements. The work can be inconsistent with the given wireframes, but the developer needs to properly consider the ease of use. The development task is divided into two parts depending on the devices.

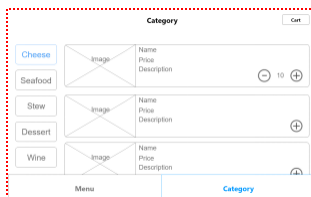
	Part	Name	Competition Time	Marking Devices
	A.M.	Functionality (phone)	2.5h	Emulator: Pixel 2 or iPhone 8 Plus
✓	P.M.	Functionality (tablet)	2.5h	Emulator: Pixel C or iPad Pro (9.7-inch)

Application wireframes

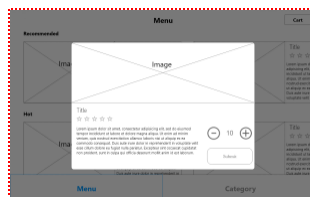
The App wireframes for reference only. You do not need to copy the same appearance, colors, decorative icons/images, or elements' positions/style.



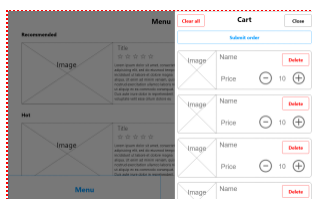
Home(menu) page



Home (category) page



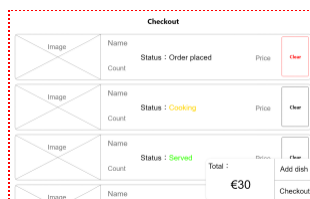
Home (food details) page



Home (cart) page



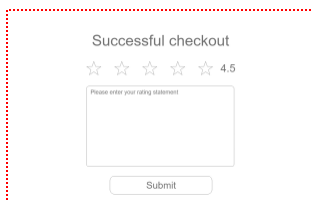
Home(submit order) page



Checkout page



Submit Checkout page



Successful Checkout page

General Demands

1. Finish the function of this application according to the demands.
2. You need to make this application easy to use.

Pages Demands

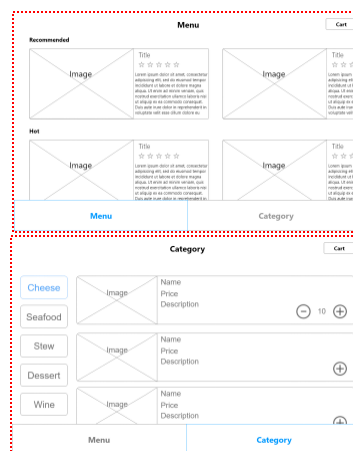
1 Home page

1.1 Elements include:

- 1) Bottom navigation bar (Menu、Category);
- 2) "Cart" button;
- 3) Menu page:
 - a) Title "Menu";
 - b) "Recommended" heading and a horizontal list;
 - c) "Hot" heading and a horizontal list;
- 4) Category page:
 - a) Title "Category";
 - b) Vertical category list;
 - c) Vertical dish list.

1.2 Functional requirements:

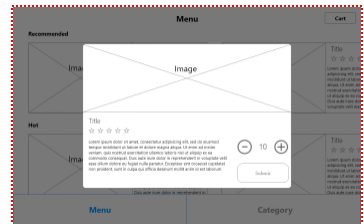
- 1) The button for the currently selected page needs to be highlighted;
- 2) On the Menu page, the "Recommended" list and the "Hot" list randomly choose five dishes with ratings between 4.5 and 5, based on the data provided by the food_menu.json file;
- 3) On the Category page, the vertical category list data comes from the food_type.json file. The category selected by the user needs to be highlighted;
- 4) On the Category page, the vertical dish list renders based on the current category selected, using the data provided;
- 5) On the Category page, the vertical dish list initially hides the decrease button and the quantity. The correct quantity should be displayed by clicking the buttons;
- 6) All dish lists should allow users to tap on a dish to navigate to the corresponding Food Detail page;
- 7) Click the "Cart" button to display the Cart.



2 Home (food details) page

2.1 Elements include:

- 1) Dish image;
- 2) Dish name;
- 3) Dish star rating;
- 4) Dish introduction;
- 5) Quantity controllers:
 - a) Decrease button;
 - b) Dish quantity;
 - c) Increase button;
- 6) "Submit" button.



2.2 Functional requirements:

- 1) Click the increase or decrease button to change the quantity;
- 2) Click the "Submit" button, the pop-up window will close, and data will be added to the Cart.

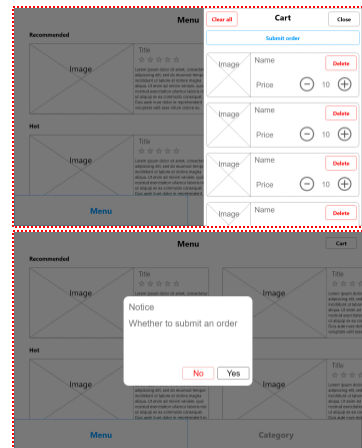
3 Home(Cart) page

3.1 Elements include:

- 1) Title "Cart";
- 2) Display a list of all selected dishes;
- 3) "Close" button;
- 4) "Clear all" button;
- 5) "Submit order" button.

3.2 Functional requirements:

- 1) The list content is stored permanently;
- 2) Click the increase or decrease button to change the correct quantity;
- 3) Click the delete button to remove the related item;
- 4) Click the "Clear all" button to remove all items;
- 5) Click the "Submit order" button to pop up a confirmation. Click the "Yes" button to navigate to Checkout page.



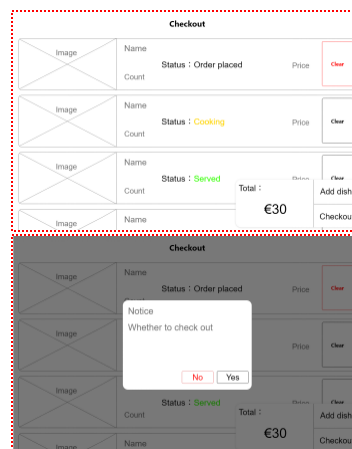
4 Checkout page

4.1 Elements include:

- 1) Title "Checkout";
- 2) Dish list items(image, name, count, status, price, "Clear" button);
- 3) Total price;
- 4) "Add dish"button;
- 5) "Checkout"button.

4.2 Functional requirements:

- 1) The state of each dish added changes every 5 seconds from "Order placed" to "Cooking" to "Served";
- 2) Click the "Clear" button to remove the related dish only if its status is "Order placed";
- 3) Click the "Add dish" button to back to Home page;
- 4) Click the "Checkout" button to trigger a pop-up. Click the "Yes" button to navigate to the Successful Checkout page, click the "No" button to close the dialog box.



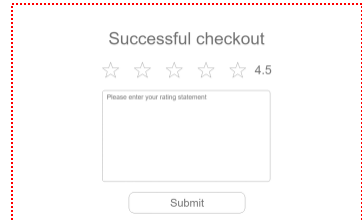
5 Successful Checkout page

5.1 Elements include:

- 1) Text "Successful checkout";
- 2) Rating options (star icons);
- 3) Review input box;
- 4) "Submit" button.

5.2 Functional requirements:

- 1) The rating options are functional;
- 2) The rating options and review input box are required;
- 3) Click the "Submit" button to back to Home page.



Instructions to the Competitor

- 1) Please create the project with correct package name (Android)/ Organization Identifier (iOS). Naming convention: edu.ws2024.aXX.pm
- 2) You should save the project in the folder: XX_Module_A_PM.
- 3) You should rename the generated apk (Android)/ app (iOS) file as XX_Module_A_PM.apk (Android)/ XX_Module_A_PM.app (iOS), and save it in the root of the XX_Module_A_PM folder.
- 4) The whole XX_Module_A_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.