

# Test Project

## Mobile Applications Development

Module B Design

Day 2 P.M.

Submitted by:  
Independent Test Project Design Team

# Contents

.....	
Introduction.....	3
Description of project and tasks.....	3
Pages Demands.....	5
Instructions to the Competitor.....	9
Marking Scheme.....	9

## Introduction

WorldSkills is holding the global WorldSkills Competition all over the world in October 2022. As the organizer of this competition, WorldSkills hopes to develop relevant apps to serve the audience who pay attention to this competition. The audience can sit at home, learn about WorldSkills, feel the atmosphere of the competition, and follow the dynamics of the competition through pictures and videos from the app.

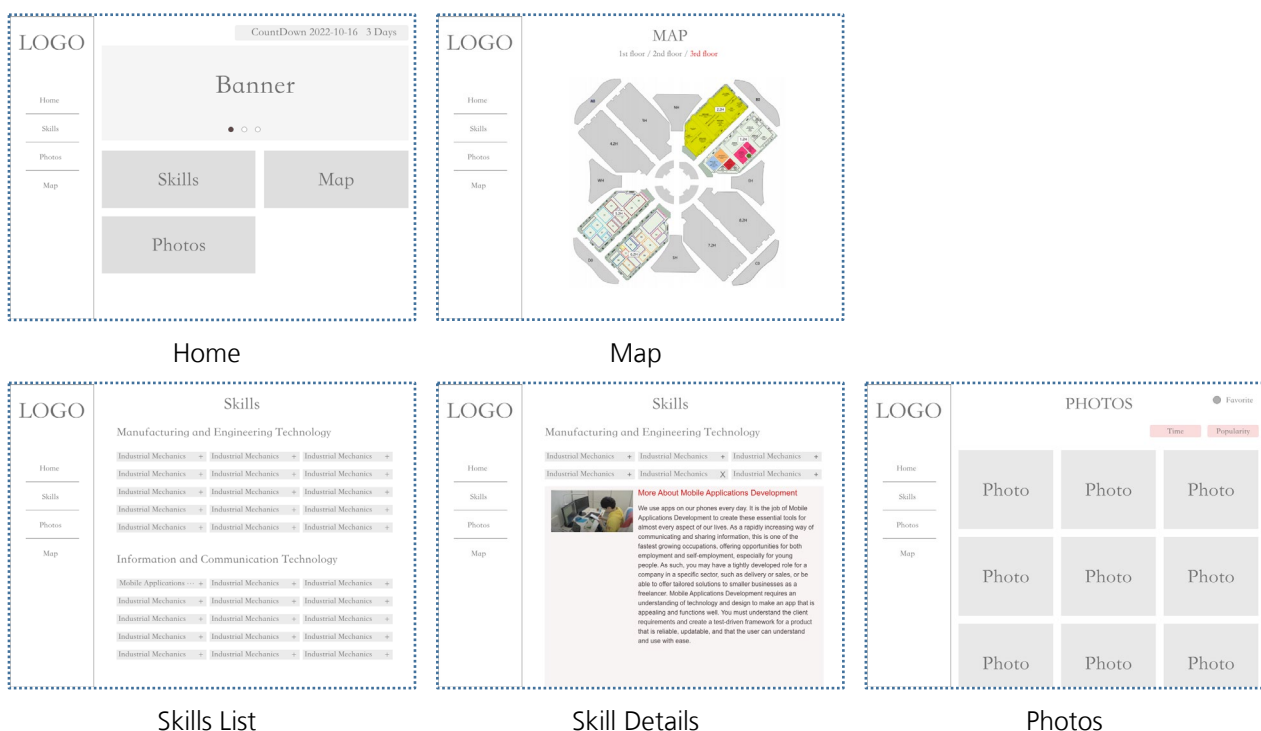
**The product manager has provided you with a product wireframe, and as a visual designer of the mobile app, this task analyzes and redesigns the wireframe to provide the development engineer with a high-precision standard prototype.**

## Description of project and tasks

You can modify the original layout and add more reasonable elements and interactions according to your design needs. This design task is divided into two parts according to different target terminal types:

	Part	Name	Competition time	Marking devices
	AM	Design(phone)	2.5h	Adobe XD ( in the preview ) 540*960
√	PM	Design(tablet)	2.5h	Adobe XD ( in the preview ) 1280*900

The following is the original wireframe. Please check the **media-files** for details:

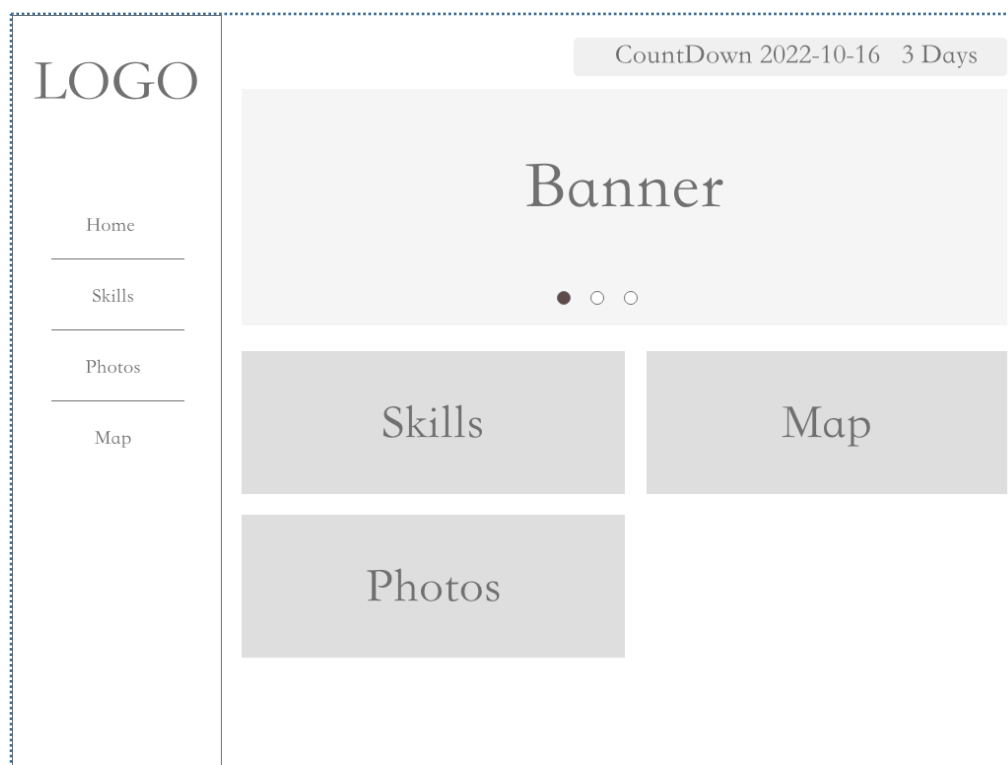


## General Demands

1. You can add more reasonable elements and interactions according to your design needs;
2. You should add at least 1 page to enrich the theme of the App, and the specific content of the page is up to you. The entry to the page should be in the side navigation;
3. Links between all pages should be set up;
4. You don't need to use all the data in **media-files**;
5. Every page needs design improvement;
6. You can change the text in the wireframes or media-files.

# Pages Demands

## 1 Home



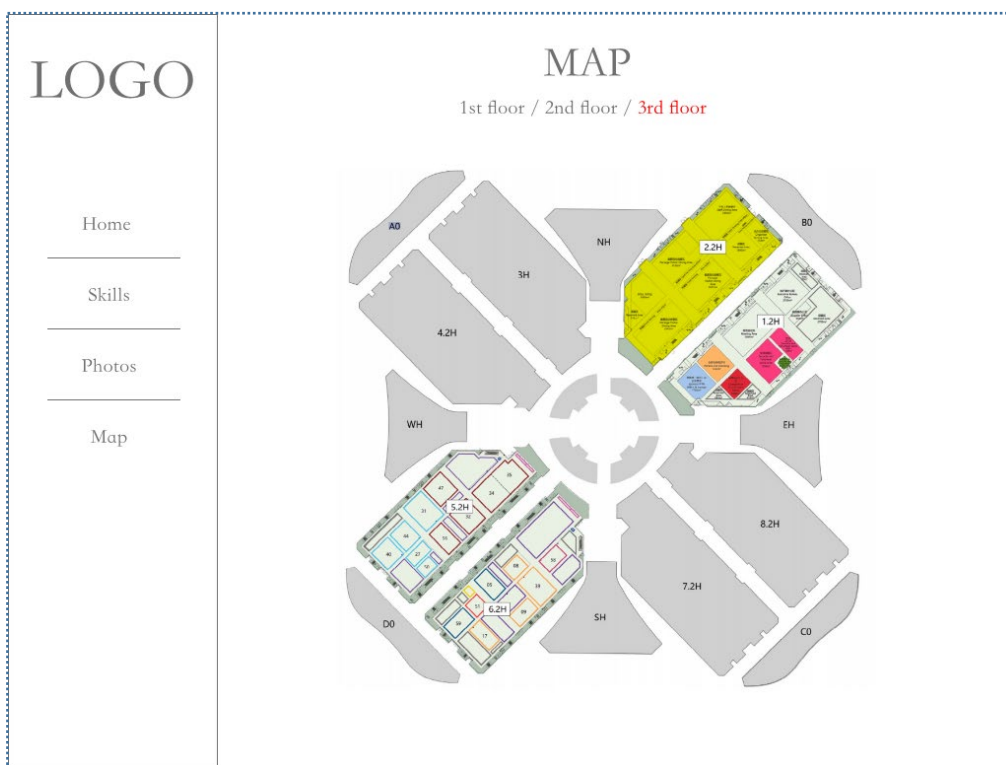
### 1.1 Elements at least include:

1. LOGO;
2. Banner;
3. Skills, Photos, Map area entrance;
4. Navigation;
5. Countdown Timer.

### 1.2 Design requirements:

1. LOGO needs to use the provided in **media-files/logo/**. You can change the color of the logo, but not its shape;
2. Banner: apply the 3 pictures in the **media-files/banner/** to the banner;
3. Banner: click the dot indicator in the Banner area, you can switch to the corresponding picture;
4. "Skills", "Map" and "Photos" area entrances need design improvement.

## 2 Map



## 3 Skills List



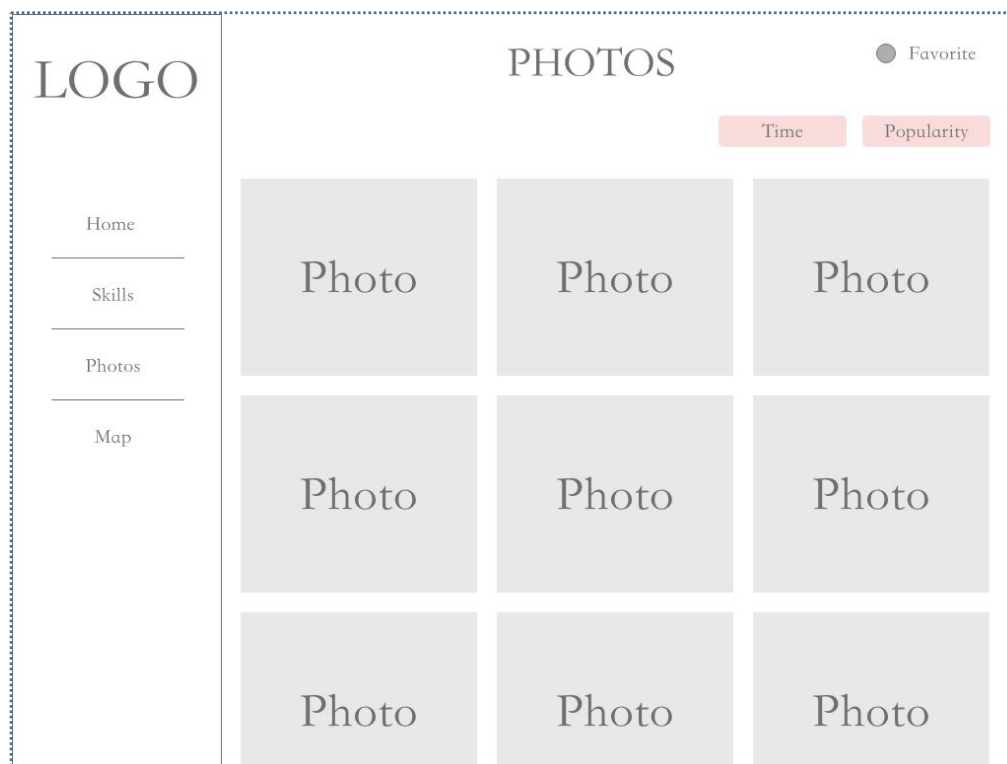
### 3.1 Elements at least include:

1. Item category;
2. List item;
3. "Mobile Applications Development" item title in the Information and Communication Technology.

### 3.2 Design requirements:

1. Use the correct item category (**media-files/skills/six item categories.txt**);
2. 2) When you click on the "Mobile Applications Development" item title in the Information and Communication Technology, it should display the specific information "More about Mobile Applications Development" (**media-files/skills/More about Mobile Applications Development.txt**).

## 4 Photos



### 4.1 Elements at least include:

1. Sort buttons(Time, Populaity);
2. Photos list;
3. Favorite icon.

### 4.2 Design requirements:

1. You should add at least one sort button;
2. Display at least 3 specific photos in the photo list. Resource is in **media-files/photos**;
3. By clicking the sort button, the order of the pictures can be changed.



## Instructions to the Competitor

1. Submit Part AM in the morning and Part PM in the afternoon, and the two parts will be marked independently.
2. You need save the file as XX\_Module\_B\_PM.xd to XX\_Module\_B\_PM folder.
3. The whole XX\_Module\_B\_PM folder should be pushed to the provided remote Git repository.
4. Only the XX\_Module\_B\_PM folder and its content submitted within the designated competition time of the module would be marked.
5. The works submitted to the remote Git server within the specified time will be reviewed and revised.

Note: XX refers to your workstation code.

## Marking Scheme

Module B PM		
No.	Sub-criterion	Mark
1	Home page	0.9
2	Map page	1.1
3	Skills page	2.4
4	Photos page	1.2
5	General demands	2.4
6	Judgement	2
	Total	10