Project Phase 1 Requirements & UI Design

1. Decide your project topic (+5 points)

1.1 Your project application has to use what we learned Android technology as the following list.

1.2 Understand your target users to make your application meaningful from end user point of view

1.3 Search the similar applications from Google store or other Android application providers as your reference. For example your topic is to make your phone as a mouse through bluetooth, WiFi or USB, you should be able to find a lot of available such applications.

1.4 Document the name and general brief description of your application
=>Telephony

- Calling applications

- SMS/Voicemail

- Contact book

- Calendar/event management
=>GPS/A-GPS

- Google Maps,

- Geocoding, LBS
=>Multimedia

- Audio/Radio,

- video/Camcorder

- Photo/Camera

- Animation
=>Connectivity

- Bluetooth

- NFC/Barcode

- Wi-Fi, Direct-WiFi
=>Game

- Intensive UI usage, vedio/auteo/animation combination
=>Hardware sensors

- Gesture/motion control, detects

- Face recognition

- Voice recognition

- OCR
=>Networks/Cloud services extensions

- Google play services

- Facebook

- Twitter

- Amazon

2. Collect Requirements (+15 points)

2.1 List all features or functionalities you can imagine which will be the requirements in your project.

2.2 Comparing the closest applications you could find from Google Play Store to get you idea what kind of features already exists in their apps and what features you might want in your app.

2.3 Mark MUST have, GOOD to have for each requirement and make sure your features are doable and reachable in the short development time.

2.4 Document your feature list with brief description, for each feature it must assign an id number for future reference.

3. Design /prototype your application user interface (+15 points)

3.1 Define your UI screens and UI controls to present look and feel of your application which include most view items you might use.

3.2 Define your UI transition flow between screens

3.3 Develop a prototype application to indicate the screen layout.

3.4 Document your UI design including screen shots or wire frame

4. Elevator pitch (+5 points)

4.1 Each team has to schedule at least one time of a discussion meeting with me or TA to get feedback of your choices.

4.2 All team members required to attend the meeting

4.3 Meeting schedule has to be done before the phase deadline.

5. Submit project phase one deliverables including (+5 points)

5.1 Documentation covers all contents above mentioned.

5.2 Prototype code package with apk

6. Project phase manager (+5 points)

6.1 Phase manager is picked by team members before the elevator pitch.

6.2 Phase manager has to coordinate the work between members

6.3 Phase manager is the main contact person to represent your project team

6.4 Phase manager will submit the final deliverables covered all required contents.

7. Scoring (5 flying points)

7.1 All above items have to be reflected on your document which will be used for me or TA to score your work.

7.2 We have 5 flying points will be mainly offered to your prototype coding work. Scoring rules are simple. Top 2 teams will get 5 point, Top 4 will get 4 points, ...

7.3 All gained points in this phase are shared points.

7.4 Based on the feedback, individuals might get up to -5 points for absent on team meeting, not much effort to contribute to team, no contribution on prototype package or so.

My topics

I have some thought based on the interest from some organizations. Any team could pick one of them but the features you defined have to be agreed by me.

1> Event Manager for community service

- User can create a new event with general description information

- User can define date/time, location and agenda of the event with fixed template form

- User can authorize or collect registered members from social network vendor accounts, email and other sources

- User could share media data within registered members

- When event has been concluded, user could wrap up the all data and archive them for future reference.
2> Restaurant owner assistant

- Signature of the usage

- Take order for teach table

- Show detail menu item info such as cooking materials, dish sample photo, and so on

- Check availability of menu items including interaction with chef or person in charge at run-time.

- Deliver order to Kitchen to allow chef to start working on it.

- Tracking customer's waiting time

- Receive the customer payment

- Report daily results based on history data

- Concurrently serve different customers

- Create reminder messages and notification when time expired