

## **Instructions**

Design and build a diary or journaling app. Your app needs to do all the basic features you might expect from a digital diary or journal. You need to also explore the opportunities to enhance the functionality of your app without compromising useability. Your goal is to create an app that stands out in a crowded space by including thoughtful and engaging extra features.

### **Part A:**

#### **The Basics**

Your dairy/journal app needs:

Interact with the date

Allow free text inputs

Enable viewing of old entries

Save entries and allow them to be accessed later

#### **The Extra**

Your app should include additional features that enhance the user experience. Think about what might make you want to use it or keep using it. If you are struggling for ideas talk widely to people, particularly from different generations or backgrounds, about features that might make it more attractive to use.

#### **Ease of use**

Your final app should be easy to use and have simple in app instructions when needed. Err on the side of giving instructions, what is clear to you the developer might not be to a typical user).

#### **Coding of final program**

Your code should to be well organised and clearly commented so others can easily read and understand it. Your code should make use of features of the language (functions, loops, classes etc) to keep your code concise and maintainable.

## Part B:

### Record of Development and Design Thinking

While working on this project you **must** to be collecting evidence of this **as you go**.

#### Preplanning:

Before starting, plan your approach. Your plans may include some or all of:

- process of choosing extra features
- pseudocode or flowcharts
- notes
- diagrams
- calculations
- A list of additional features to add if you have time

#### Prototyping:

Throughout development, test your app's functionality at various stages. Save copies of your code, screenshots, or videos showing your progress. Then assess how the app is functioning and analysis issues and fixes required and workout the logical next step.

#### Reflect

Once you have finished your project take a moment to reflect on what you did and what you could have done differently. Here are a few questions to help you reflect

- What do you think of the overall design?
- What changes would you make?
- What issues did you experience?
- What techniques did you use to solve these issues?
- What changes would you make if repeating this project?
- What have you learnt from the project?

## Assessment Criteria/Marking Scheme

Student Name / ID: \_\_\_\_\_

Teacher: **Tim Woodhams**

Submission Date: \_\_\_\_\_

Penalties: \_\_\_\_\_

### Part A

Criteria	Well Below Standard – E	Below Standard – D	At Standard – C	Above Standard – B	Well Above Standard – A
Ease of use	App is difficult to operate or requires code changes to use	App runs but lacks clear instructions or intuitive design	App runs with basic instructions and interface	App is intuitive with helpful guidance and clear navigation	App is highly user-friendly with thoughtful design and accessibility features
Problem solving (Core features)	Basic diary features missing, unreliable or heavy teacher support needed	Core features (date, text input, save/view entries) work but inconsistently; teacher guidance required	Core features work reliably and meet expectations; some teacher input	Core features work well and are enhanced with thoughtful additions; mostly independent	Core features are robust and enhanced with innovative, well-integrated extras; fully independent work
Problem solving (Enhanced Features)	No additional features	One or two basic enhancements attempted with teacher guidance	Enhancements add value and work in most cases; mostly independent	Enhancements are well-designed and improve user experience; fully independent and original	Enhancements are creative, polished, and significantly elevate the app
Code Structure & Design	Code is disorganized and hard to follow	Code works but lacks structure or clarity	Code is structured with functions/classes and some comments	Code is modular, well-organized, and clearly commented	Code is elegant, reusable, and thoroughly documented with advanced use of language features
written feedback:					Grade

**Assessment Criteria/Marking Scheme**

Student Name / ID: \_\_\_\_\_

Teacher: **Tim Woodhams**

Submission Date: \_\_\_\_\_

Penalties: \_\_\_\_\_

**Part B**

Criteria	Well Below Standard – E	Below Standard – D	At Standard – C	Above Standard – B	Well Above Standard – A
<b>Pre-planning</b>	Student starts to pre-plan project	Some planning with basic notes or ideas	Clear planning with pseudocode, diagrams, or feature justification	Detailed planning with research, diagrams, and prioritization of features	Comprehensive planning with deep consideration of user needs and future improvements
<b>Prototyping and Development</b>	some evidence of testing	Some testing and snapshots of progress	Complete record of prototypes and testing with documented changes	Annotated prototypes showing evolution and decision-making	Thorough documentation of development, with analysis and justification of design choices
<b>Reflection</b>	Some evidence of reflecting on skills and techniques	Reflects on process and some challenges	Thoughtful reflection on design, challenges, and techniques	Insightful reflection including evaluation of choices and strategies	Deep reflection with evaluation of learning, design impact, and future improvements
<b>Communication</b>	Communicates basic ideas with minimal evidence or metalanguage. Work lacks organisation and visual communication skills, and contains errors throughout.	Communicates ideas with some evidence and metalanguage. Work lacks clear organisation and exhibits limited visual communication skills, with errors that obscure meaning.	Communicates appropriately through written and visual mediums, using appropriate evidence and metalanguage. Work has some organisation and exhibits cursory visual communication skills, though numerous errors may detract.	Communicates ideas effectively through written and visual mediums, using appropriate evidence, metalanguage, and accurate referencing. Work is clearly organised and exhibits capable visual communication skills, with minimal errors.	Communicates complex ideas and insights effectively through written and visual mediums, using appropriate evidence, metalanguage, and accurate referencing. Work is logically organised, exhibits a mastery of visual communication skills, and is predominantly free of errors.

written feedback:

Grade	
-------	--