

GROUP ASSIGNMENT : Mobile Application Design and Development Project

Objective

The purpose of this assignment is to enable students to apply the principles of mobile application design and development to address a real-life problem in a chosen domain. Students will demonstrate their ability to identify a problem, design a user-centered solution, and develop a functional mobile application prototype.

Project Brief

You are required to design and develop a mobile application that solves a real-world problem in a domain of your choice. Examples of domains include:

- Healthcare (e.g., medication reminders, appointment booking)
- Education (e.g., e-learning tools, study planners)
- Agriculture (e.g., crop disease alerts, market price updates)
- Finance (e.g., budgeting apps, expense trackers)
- Transportation (e.g., ride-sharing, traffic updates)
- Environment (e.g., waste management, energy conservation tips)

You may select any domain, provided the application addresses a genuine need and demonstrates innovative problem-solving.

Requirements

1. Problem Identification

- Clearly define the real-life problem your application will address.
- Provide justification for why this problem is significant.

2. Development Phase

- Implement the application using Android Studio.
- Ensure the application includes at least three core functional features.
- Apply best practices in UI/UX design.

3. Testing and Evaluation

- Test the application for usability, performance, and responsiveness.
- Collect feedback from potential users and incorporate improvements.

4. Documentation and Presentation

- Submit a project report detailing the problem, design process, development steps, and evaluation results.
- Present your application in class, demonstrating its features and explaining how it solves the identified problem.

Deliverables

- i). Project report in PDF format.
- ii). Mobile application system hosted in GIT-Hub.