Maximum # of members: 5

Due: July 31, 2017 (11:50 pm)

Cruise ship Companion Mobile App

* Sample cruise line: <https://disneycruise.disney.go.com/ships/>

Features to consider:

1. Itinerary [2 marks]
   1. Pick a destination (e.g. below)
      1. Alaska: <https://disneycruise.disney.go.com/cruises-destinations/overview/alaska/>
         1. Sample Itinerary
            1. <https://disneycruise.disney.go.com/cruises-destinations/itineraries/alaska/>
            2. Allow the passenger to easily view the itineraries and the details given the day
      2. Europe: <https://disneycruise.disney.go.com/cruises-destinations/overview/europe/>
2. Onboard Activities [2 marks]
   1. Sample: <https://disneycruise.disney.go.com/onboard-activities/list/wonder-ship/>
   2. Provide 3 activities. You can pick from the given example or create your own.
      1. Must have some sort of booking/reservation/logistics associated with it.
      2. A cruise can have 3,000 – 4000 passengers.
3. Ports of Call [2 marks]
   1. Sample: <https://disneycruise.disney.go.com/ports/overview/alaska/>
      1. Things to See
      2. Booking
         1. Prices
            1. Age group
            2. Private tour
            3. Group tour
         2. # of people
         3. When and who booked it
         4. Date and time of the booked tour
4. Room Assignment [1 mark]
   1. Type of room: Oceanview, concierge, inside, verandah
   2. Must not assign same room to two different guests
   3. Deck layout (research more on this)
5. Room service [1 mark]
   1. Research on this
   2. Can order and charged to the room
6. Detailed/Informative Invoice [2 marks]

Must have

1. user input
2. data storage, retrieval, and manipulation
3. presentation (image(s), layout, texts, etc…)
4. Some form of computation and displaying the results
5. 3 Activities (or more)

Marks (20 marks)

1. User Interface : 05 marks
   1. Easy to use / user friendly
   2. Intuitive
   3. Easy to navigate
   4. Look and Feel
      1. Color scheme
      2. Font
      3. Layout
      4. Etc…
2. Code Design w/ working application : 10 marks
   1. Create supporting classes (e.g. generating the initial data)
   2. Try to design a class with a single purpose
      1. Don’t put everything in one class
3. How to use (video) : 02 marks
   1. This video should explain how to use the application
   2. Max of 10 mins long
4. Defense/Presentation : 03 marks