Mobile Applications Project

Due 05/12/2016

The following document contains the instructions for Project 2016 for Mobile Applications. The project will be worth 60% of your mark for this module. You must use GitHub to manage the development of your project. The project must be written in UWP and be a c# and XAML project.

GitHub

GitHub must be used to manage the development of the software. You might also try using GitHub Issues [2]. GitHub issues allow collaborators to track project progress through bug reports, milestones and labels. You will have the opportunity during the weekly timetabled computer labs to work on the project.

Student Conduct

You should familiarise yourself with GMITs code of student conduct [3] and the policy on plagiarism [4]. In particular, note two things. First, students are expected to treat other students and staff politely and with courtesy. Second, it is assumed that all work you submit is being presented as your own work, unless referenced otherwise.

Marking scheme

The following marking scheme will be used to mark the project. Students should note, however, that in certain circumstances the examiners overall impression of the project may influence marks in each individual component.

40%	Programming	Well-written code, extensive commenting, extensive git commits.
40%	Architecture	Good separation of concerns, clear API.
20%	User Experience	

Expected standard

Please note that this is a level 8 module. You should be aware that the standard required for submissions at level 8 (fourth year) is higher than at level 7 (third year), which in turn is higher than at level 6 (first and second year). Significant effort is made to ensure that the standard is fair and consistent across third level institutes, both nationally and internationally. The standard we set for modules in computing is informed by Quality and Quali- fications Irelands Award Standard for Computing [5]. Below is a particularly relevant selection of the learning outcomes contained in that document.

Level 8 (Year 4) *The learner will be able to:*

- *describe the limitations of some current computing theories.*
- *evaluate information through online research.*
- *model and design complex computer-based systems in a way that demonstrates comprehension of the trade-off involved in design choices.*
- *demonstrate mastery of a complex and specialised area of skills and tools*
- *manage ones own learning and development, including time management and organisational skills.*
- *manage a computer-based project throughout all stages of the life-cycle.*
- *apply quality concepts to products and processes of own work*