Distributed and Mobile Systems

Android Application: Assignment 2

Due Monday 12 January 2015

The purpose of this assignment is to develop a useful Android application that incorporates some features learnt in the course as well as some self directed learning. You may work in groups of 3-4 people. Please submit your entire project zipped up with the documentation to AUT Online before midnight (China time) on the due date. Assignment is worth 20%.

The system should include the following components:

**Project Design and Documentation** which is a document that describes the application, instructions and user documentation on how to work the application and an explanation of what features were used **(10 marks)**

**Graphical User Interface or Low Level Graphics (20 marks):** Marks allocated for presentation of the application including UI layout of View components and listeners. Suitable use of many different UI *Views* and *ViewGroup* components, added programmatically or via XML resource files. Marks are allocated here for layout of components and any listeners added to components used in the application. Marks given here instead for low level graphics including drawing of multiple shapes and images.

**Various Touch Events, Accelerometer, Intents(10 marks):** Marks allocated for suitable user touch events, dragging clicking, use of other gestures not covered in class. Or suitable use of accelerometer and how it interacts with the program. Or marks given for the use of Intents and passing information between multiple Activities

**Advanced Feature (10 marks):** The application should included at least one of these features in a suitable way: Bluetooth, SMS, GPS, NFC or HTTP communication between applications.

**Overall appeal and use (+10 Bonus marks hard to get):** These final marks are obtained for overall suitability and appeal of the application, the program design of the application and how useful and complicated it is.