

ASSIGNMENT TWO OUTLINE

DUE DATE: December 7, 2022 at 9:30AM

SUBMIT TO: GitHub/Moodle

Mobile devices enable us to interact with any environment in mediated ways. When a mobile device is present, our daily experiences and movement can quickly be recorded and located. For this assignment, you will design and develop a mobile application that explores the relationship between ourselves, our mobile devices, and our environments. You can explore the concept through the use of camera, geolocation, and/or accelerometer data. Your application concept and design should emphasize our hyper-mediated experience of the world.

Through this assignment, you will demonstrate your knowledge of:

- User-experience design for specific environmental contexts
 - Cordova plugins
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Parameters

Must include:

- At least one of
 - camera plugin
 - geolocation plugin
 - device motion API
- readme.md
- updated config.xml
- app icon

Can Include:

Other people's code that you have modified for your site as long as the source is included as a comment i.e. `<!-- used with permission from: "url from where you got the code" -->`

Deliverables

1. Wireframe Flowchart (JPG)

- Include all user flows & interactions (i.e. panels)
- Submit to Moodle

2. Developed Application (Cordova)

- Create a public repository for your completed Cordova app on GitHub
- Create a readme.md file with a short description of your app (4-5 sentences)
- Submit the repository URL to Moodle

3. APK file

- Upload your apk to Moodle