NMED 3630: Mobile Application Development

ASSIGNMENT ONE

DUE DATE: November 2, 2022 at 9:30AM
SUBMIT TO: GitHub/Moodle

Create a mobile application with a user experience that reflects the prompt you selected. The app should support user input that manipulates content and/or personalizes the experience. The purpose of this assignment is to experiment and explore designing and developing your first mobile app. You are expected to research solutions to accomplish your particular vision. The app concept should be aligned with your prompt (selected in class) and the end result should be fully functional.

You will build your app with Cordova to produce an .apk file that can be installed on Android devices.

Through this assignment, you will demonstrate your knowledge of:
- UI & UX design for mobile devices
- Framework7 UI components
- Methods for dynamically updating DOM with JavaScript/jQuery
- Version control with git
- Cordova Build

Parameters

Must Include:
Framework7
JS Event Listeners
JS DOM updates

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
   • Submit the repository URL to Moodle

3. **APK file**
   • Upload your apk to Moodle