

# CS 402: Android Development

## Final

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Create an app that's ready to upload to the app store, based on your idea in Homework 2.

### Requirements (4)

You'll be graded on the following areas:

1. **(1/3%) Technology** - Implementing more technologies (Room, ObjectBox, camera, location/gps, maps, web services, animations, sounds, 3D views, graphs, etc). The more the better. Since each app is different try to implement at least 3 major mobile technologies. If you're unsure, ask!
2. **(1/3%) Creative** - The design of the user interface (UI), user experience (UX), and general creativity of the app, the idea and the implementation. Go to Adobe Color Wheel for good color schemes.
3. **(1/3%) Originality** - How original is the idea, and the implementation. This is subjective, but if your app reproduces other apps, this will likely result in a lower grade. Example: A restaurant finder is not very original, but a Boise restaurant finder for college students and their budget may be more original. Also, the implementation of the app matters.

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4. **A 5 minute prerecorded video** presentation to YouTube (make it private and share the link with me). I will share this link out with the rest of the class, so everyone can see all your hard work. You can screen record with QuickTime or OBS (both free).

## Grading

Completing all requirements gives a base score of 4 out of 5 (80%). To achieve a higher score, add additional content, ideas, design or extra detail. The more you add, the higher the potential grade.

Concepts included in your project, but not covered in class, are great ways to add points to your grade. Design is important and can also increase your score. Feel free to call out any non-obvious, or under the hood enhancements that might not be noticed on a cursory scan of the source code or run through of the application.

