Project 3

You will construct an Android app, in Kotlin, that fulfills all the requirements listed below. I recommend you choose a theme that closely matches what you plan on for your final app. This is not required, but may help move your final project forward and provide a solid base to build upon.

Requirements

1. **All requirements from Project 2** - You'll need to satisfy all requirements from the previous project (flexible as always on these so let me know if you have questions).
2. **Readme** - Include a Markdown file in the root of the project directory that outlines basic features of your app. The fancier, the better. Include animated gifs, screenshot images, links and other things to dress up the readme. ALSO include the following:
   a. **Elevator pitch** of your app idea (2-4 sentences, first sentence should be your hook). Avoid cliches like, "Facebook for pets!" or "Amazon but with Snapchat"
   b. **App title -** less than 50 characters.
   c. **App description** two paragraphs at least, can have bulleted feature list.
   d. **App screenshots -** at least 3 screenshot
   e. **Keywords** around 100 characters
   f. **Category of your app**
3. **App icon:**
   a. Icon must be adaptive with legacy icons (to support earlier Android versions)
   b. Play Store Icon (1024x1024)

     c.   Include in the project folder (Marketing or _Marketing folder)

     d.   Create a Staging/Dev/QA/etc Build Variant

         i.   Include a custom build config field in your variant and use in code

        ii.   Include a custom resource value in your variant and use in code

4. **Keystore files.**

     a.   New Key Store

     b.   Generate Signed Bundle

5. **Signed App Bundle** (.aab) file in your project folder (Export or Deliverables folder)

6. **Bug Free -** Assignment is free from bugs and ready for release

7. **Video** - Create a 3-5 minute video of your app, with developer commentary. Post the video with a publicly available link and include that link in your Readme.md file.

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.