



# FINAL

Create an app that's ready to upload to the app store, based on homework 3.

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.
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).

## Project 2 and Project 3:

Requirements from both projects need to be included in this final if these projects weren't turned in separately. Let's discuss if you have questions about whether a feature in your final can satisfied a requirements from the projects.

## Due:

### May 5, end of day

All submissions must have **"Final"** as a tag or in the git commit message, must be compilable and runnable and committed to your git repository. Make sure you commit all files.

# Grading Rubric

Areas:

- ☐ Technicality (33%)
- ☐ Creativity (33%)
- ☐ Originality (33%)
- ☐ Extras (for additional points)
  
- ☐ Project 2 requirements (if applicable)
- ☐ Project 3 requirements (if applicable)

Additional items

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Grade: \_\_\_\_\_