**Computing: Application Development - Project brief**

You have been commissioned by local government to create a mobile app to promote healthy living amongst schoolchildren. You have been given the choice of the type of application you want to create. For example, it could be a multimedia educational app on healthy living or it could be a game app to promote awareness of eating healthy. It is your responsibility to plan, develop, test and evaluate the product.

**Outcome 1**

Create a design document for the development of an application.

**Performance Criteria**

(a) Propose a suitable application for development.

(b) Identify and justify the resources required, including the development environment, for developing the application.

(c) Create appropriate design instructions and diagrams.

(d) Create an action plan with key tasks and milestones identified, including timescales.

**Checklist:-**

1. A brief overview of the app including the name of the application, the type of application, the purpose (what will it do?) and target audience.
2. A list of resources required, including physical hardware, software, IDE and electronic media and why you are using these resources.
3. Your program must contain variables and programming constructs such as if statements, loops and separate methods/functions.
4. An action plan detailing key milestones with realistic timescales
5. Design diagrams/wireframes showing how the app may be laid out with annotations describing what each component does.

**Outcome 2**

Create an application using a suitable development environment.

**Performance Criteria**

1. Create an application using the chosen development environment, which is based on the design document.

(b) Maintain a concise record of the development process.

**Checklist:-**

1. Electronic copy of the final application created.
2. Concise record of the development process in the creation of the application.

**Outcome 3**

Test an application.

**Performance Criteria**

(a) Carry out testing using an appropriate test strategy.

(b) Rectify errors identified and track any changes.

(c) Demonstrate the application.

**Checklist:-**

1. Testing evidence
2. Log of any errors rectified as a result of the testing stage
3. Demonstration of the working application to the assessor

**Outcome 4**

Evaluate an application, the development process and personal performance.

**Performance Criteria**

(a) Identify strengths and areas for improvement in the design document.

(b) Identify strengths and areas for improvement in the development process.

(c) Identify strengths and areas for improvement in the application produced.

(d) Identify action points to improve the process of future applications development.

(e) Critically evaluate personal performance throughout the whole process.

**Checklist:-**

1. Evaluation report, which should include sections covering all of the five Performance Criteria from Outcome 4 including evaluations of the design stage, creation/development stage, the final application, points for improving the whole development process in the future and self-evaluation.