Continuous Assessment 2 Specifications

Multimedia and Mobile Application Development

## Introduction

This assignment is worth 30% of your overall marks for the course.

This CA assesses the following learning outcomes:

**LO3** Develop an intuitive user interface controls, animation, and streaming media to provide good user experience

**LO4** Build and document a mobile solution that is capable of interfacing with mobile hardware features / media and various APIs by applying detailed knowledge and understanding of emerging mobile technologies concepts and theories

# This is an individual assessment where students will develop a mobile app with at least 2 activities using the underlying hardware components of a mobile device. You should be able to demonstrate your practical knowledge of mobile device features and hardware functionality through the app.

# Marks breakdown

1. Change the launcher icon to any other image of your choice. [2]
2. Srings.xml – all texts should be strings and not hard coded. [3]
3. **User Interface:** the app should have an intuitive and impressive user interface with proper design guidelines [10]
4. **Splash screen**: there should be a splash screen with a logo / tagline [7]
5. **Main activity:** The main activity should be complete and should launch other activities. Other activities should have UI but no functionalities. [8]

# Submission process

Submit the source code by zipping the project folder and upload it on Moodle.