Mobile Applications

CGD605 – AE2

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PLEASE REMEMBER TO DELETE ALL RED TEXT BEFORE SUBMITTING!

Hand in requirements

You MUST hand in a copy of your project, a compiled APK file (make sure you clearly name the file) and a copy of your report.

Assessment criteria

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | F4-F1 | D3-D1 | C3-C1 | B3-B1 | A4-A1 |
| Finished Software Product  40% | Game basic and or doesn’t meet the initial brief | Game has core functionality and just meets the initial brief but poorly implemented | Game is implemented well, fully meets the initial brief and connects to a Data base for basic user information and score saving | Game, fully realises the initial brief, is implemented to a good standard, few bugs and makes full use of a database for saving user data, scores and displaying a high score leader board. | As before, includes extra features not taught and almost completely free of bugs. |
| Tracking  20% | No tracking has been Attempted during the development cycle | Project tracking has been attempted  Work not demonstrated at milestone and not documented. | Shows evidence of project tracking although used sporadically  Work demonstrated at 1 milestone and documented | Project tracking has been used through most of the project, and good use of metrics  Work demonstrated at 2nd milestone and documented | Project tracking has been used throughout the entire development cycle, excellent use of metrics and diagrams  Work demonstrated at 3rd milestone and documented |
| Reflection  20% | Student displays no or limited hindsight for project | Discusses some basic successes and failures of the project | Discusses failures and why they happened | Discusses successes and failures, and the effects it had upon the project | As before but provides in-depth insight in to why the successes and failures occurred. |
| Improvements  20% | Student suggests no or basic improvements | Student has looked at the problems and suggested some basic solutions | Student has studied the failures and successes and suggests solutions | Student has looked over the entire project and has suggested a series of well thought out solutions with some limited designs for the solutions and improvements. | As before but student proposes well designed solutions and improvements to the project  Along with an explanation for the proposed designs. |

Assessment Task

Scenario

Now that you have a plan and a design for your game, it’s time to build the application!

You must now create the game you promised in the initial proposal (Assignment 1)

At certain deadlines you may be presenting in front of Thomas publishing. After which they may ask you to make some changes, or will ask you to provide a critical evaluation of how you’re progressing, if you’re meeting your schedule and should they be worried about any aspect of your project. These deadlines are how they’re evaluating your performance, a poor display here could mean they will reduce your pay, or worse still stop the payments all together.

Upon presentation of the final build, they have written it into your contract that you are required to submit a post-mortem of your development. In which you will critically evaluate your success and failures of the product’s lifecycle, including areas you could have improved.

What you need to do

To pass this module you must do the following

• You must present your product in various stages of development at the three milestones

• Submit an updated Schedule Document taking into account feedback from the first document

• A post-mortem document describing your development process

**Here's the revised criterion breakdown:**

|  |  |
| --- | --- |
| Finished Software Product (40%) |  |
| Meets the Brief | 5 |
| Connects to a Data Base | 3 |
| Features | 7 |
| Product Quality | 6 |
| Code Quality | 5 |
| Leaderboard | 5 |
| IAP | 5 |
| Added Innovation | 4 |
| Tracking (20%) |  |
| Milestone Contribution | 9 |
| Metrics for Tracking | 2 |
| Diagrams for Tracking | 2 |
| Tracking Evidence (Screens, Logs, Videos, Commits, Gantt) | 7 |
| [Reflection](https://learn.solent.ac.uk/mod/resource/view.php?id=1081799) (20%) |  |
| Listing and Discussing Fails and Successes | 2 |
| Justification of Fail / Success - Why it failed or succeeded | 3 |
| Impact of Fail / Successes in the project | 3 |
| [Reflection](https://learn.solent.ac.uk/mod/resource/view.php?id=1081799) on Teamwork / Managing the Project | 2 |
| [Reflection](https://learn.solent.ac.uk/mod/resource/view.php?id=1081799) on Implementing the Game Product | 2 |
| [Reflection](https://learn.solent.ac.uk/mod/resource/view.php?id=1081799) on Designing the Product | 2 |
| [Reflection](https://learn.solent.ac.uk/mod/resource/view.php?id=1081799) on [Testing](https://learn.solent.ac.uk/mod/resource/view.php?id=1114756) the Product | 2 |
| [Reflection](https://learn.solent.ac.uk/mod/resource/view.php?id=1081799) on Performance of AE1 | 2 |
| Personal Self-Assessment | 2 |
| Improvement (20%) |  |
| Solutions provided for Encountered Problems | 4 |
| Linkage between Identified Fail/Successes | 4 |
| Additional Design for Improvements | 4 |
| Justified Designs / Research-Informed | 4 |
| Response to Feedback Received | 4 |
|  | 100 |

# Finished Software Product

|  |  |
| --- | --- |
| Meets the Brief | 5 |
| Connects to a Data Base | 3 |
| Features | 7 |
| Product Quality | 6 |
| Code Quality | 5 |
| Leaderboard | 5 |
| IAP | 5 |
| Added Innovation | 4 |
| Your final product should be of release quality, excluding art. This is your chance to demonstrate your ability to work as a team to produce production quality code.  Aim to build a game of sufficient complexity such that it demonstrates your abilities but be careful not to over complicate it.  Your game should also make use of a remote database to save player scores, access leader board information and any other data store related tasks that might be useful for your game, i.e. micro transactions. |  |

[Insert Text Here]

# Post-Mortem Report

Your post-mortem must be 1500 words, in which you’ll cover your experience of working for an external company. You should use the following section headings

[Insert Text Here]

# Tracking

In this section you will discuss how you kept your sprints on track, what methodologies and metrics you used to keep yourself on track? Any Diagrams, burn down charts and tables used in this section are not included in your word count. It’s suggested you have both versions of your schedule in your appendices

## Milestone Contribution

|  |  |
| --- | --- |
| Milestone Contribution | 9 |

[Insert Text Here]

## Metrics for Tracking

|  |  |
| --- | --- |
| Metrics for Tracking | 2 |

[Insert Text Here]

## Diagrams for Tracking

|  |  |
| --- | --- |
| Diagrams for Tracking | 2 |

[Insert Text Here]

## Tracking Evidence

|  |  |
| --- | --- |
| Tracking Evidence (Screens, Logs, Videos, Commits, Gantt) | 7 |

[Insert Text Here]

# Reflection

Here you’re required to look back upon your product. Discuss what went wrong, what went right. Did you implement any of your back up plans? Did any of the risks you predicted come to pass? How did you work as a team?

## Fails and Successes

Listing and Discussing fails and successes, justification of fail/success – why it failed or succeeded. Impact of Fail/Successes in the project.

|  |  |
| --- | --- |
| Listing and Discussing Fails and Successes | 2 |
| Justification of Fail / Success - Why it failed or succeeded | 3 |
| Impact of Fail / Successes in the project | 3 |
| [Reflection](https://learn.solent.ac.uk/mod/resource/view.php?id=1081799) on Teamwork / Managing the Project | 2 |
| [Reflection](https://learn.solent.ac.uk/mod/resource/view.php?id=1081799) on Implementing the Game Product | 2 |
| [Reflection](https://learn.solent.ac.uk/mod/resource/view.php?id=1081799) on Designing the Product | 2 |
| [Reflection](https://learn.solent.ac.uk/mod/resource/view.php?id=1081799) on [Testing](https://learn.solent.ac.uk/mod/resource/view.php?id=1114756) the Product | 2 |
| [Reflection](https://learn.solent.ac.uk/mod/resource/view.php?id=1081799) on Performance of AE1 | 2 |
| Personal Self-Assessment | 2 |

### Teamwork/Managing the project

[Insert Text Here]

### Implementing the Game Product

[Insert Text Here]

### Designing the Product

[Insert Text Here]

### Testing the Product

[Insert Text Here]

### Performance of AE1 Personal Self-Assessment

[Insert Text Here]

# Improvements

After reflecting upon your development cycle, use your experience, knowledge and hindsight to suggest improvements if you were to do it again. These could be things along the lines of how you could have prevented or solved the problems in retrospect, and how would you prevent these from happening next time.

## Solutions for problems encountered

For each of the problems written about above

|  |  |
| --- | --- |
| Solutions provided for Encountered Problems | 4 |
| Linkage between Identified Fail/Successes | 4 |

[Insert Text Here]

## Additional Design for Improvements

Put the design in the appendix

|  |  |
| --- | --- |
| Additional Design for Improvements | 4 |
| Justified Designs / Research-Informed | 4 |

[Insert Text Here]

## Response to Feedback Recieved

|  |  |
| --- | --- |
| Response to Feedback Received | 4 |

[Insert Text Here]

# Appendix

Kostas’ Email: Whatever you do, you RESEARCH and JUSTIFY it. If you claim you have done tracking etc provide me with EVIDENCE on the appendix.

## Tracking

[Insert Screenshots of HackNPlan tracking information here]