MCAST

ASSESSMENT AND INTERNAL VERIFICATION FRONT SHEET (Individual Criteria)

(Note: This version is to be used for an assignment brief issued to students via Classter)

Course Title	**Bachelor of Arts (honours) in Interactive Digital Media**		**Lecturer Name & Surname**	**Matthew Cumbo**	
Unit Number & Title	**CAIDM-506-2211 | Mobile App Development**				
Assignment Number, Title / Type	**I have an App for that**				
Date Set	14/10/2025	**Deadline Date**	**30/01/2026**		
Student Name		**ID Number**		**Class / Group**	

Assessment Criteria	Maximum Mark
KU1: Collect ideas from published mobile and web applications to satisfy a given scenario.	10
KU2: Construct visual prototypes outlining the major functionalities of a proposed concept.	10
AA1: Define the visual and functional requirements for a proposed mobile application through a technical document.	10
AA2: Produce a viable user interface by making correct use of semantics.	10
AA3: Implement core application logic using relevant programming practices.	10
AA4: Use asynchronous tasks to load and store correct context information.	10
AA5: Use appropriate programming techniques to gather user-generated data.	10
AA6: Demonstrate appropriate use of a Version Control System whilst tracking progress during development.	10
SE1: Devise routes and directives to manipulate interface contents according to context information.	10
SE2: Generate markdown documentation describing the major functionalities of the source code.	10
Total Mark	100

Notes to Students:

- This assignment brief has been approved and released by the Internal Verifier through Classter.
- Assessment marks and feedback by the lecturer will be available online via Classter (http://mcast.classter.com) following release by the Internal Verifier
- Students submitting their assignment on Moodle/Turnitin will be requested to confirm online the following statements:

Student's declaration prior to handing-in of assignment

- ❖ I certify that the work submitted for this assignment is my own and that I have read and understood the respective Plagiarism Policy

Student's declaration on assessment special arrangements

- ❖ I certify that adequate support was given to me during the assignment through the Institute and/or the Inclusive Education Unit.
- ❖ I declare that I refused the special support offered by the Institute.

Purpose and Aims

The aim of this Unit is to extend the knowledge gained in Introduction to Web Development by applying taught mark-up techniques to mobile apps. By using a combination of HTML5, CSS3 and JavaScript, learners are set free to develop media-rich content for smaller screens intended to provide a service to the end-user.

Scenario

We live in an era where people carry their smartphones wherever they go. Furthermore, people are no longer looking for websites for every service they might need, but most probably would have apps installed for the services they commonly use. This unit challenges you to use the Ionic Framework to create a high-quality app. The app to be developed will be the mobile version of the web application created for the PHP & Databases unit you are also taking. This will be a School Management System, that will allow Admins, Lecturers, and Students to manage their work via a mobile application.

N.B. You are also required to use **GitHub** periodically, showing incremental progress on your project, which will also serve as your backup for your work.

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Task 1 - Planning

For this assignment, you will be designing and developing your own mobile app, related to an interesting topic of your choice. Make sure to research existing products on the market that fall within the same category as your own app. Furthermore, explore user-retention techniques, such as personalisation that may contribute to the overall experience of your product.

A. Market Research (KU1)

Write up a research document focusing on your competition. First off, explain what your app is going to be about and who your target audience will be. This needs to include at least 3 fully fledged User Personas, including all the relevant information that will help you in your design stage later on.

Find similar apps on Google's Play Store and Apple's App Store. Review them and state how popular they are. Comment on these apps' design choices and features, evaluating their strengths and weaknesses, keeping in mind who their target audience is.

B. Technical Document (KU2)

Create a list of functional specifications for your application that will be used in your own app. Each of your planned features must be appropriately supported with notes and observations extracted from your research. This list must include the different screens your app will have, as well as the processes involved in these screens.

Lastly, construct an IPO Chart that lists your intended testing process, focusing on every single interaction that the user can have with your application. These tests must cover every possible variation of their respective functionality.

C. Design Document (AA1)

Create a Style Guide that will help you set up your application styling during your development stage. Make sure this guide includes all the different elements and components that will be used in your layouts.

You are to also produce Medium Fidelity Wireframes to show how your application will look like. You must have a wireframe for each unique screen, dialog, modal window, etc. Make sure that these wireframes follow the guidelines specified in your own Style Guide.

Submission: 1 PDF Document submitted via Moodle

File Name: "Planning Document – [your full name]"

Deadline: 14th November 2025

Grading Criteria: KU1, KU2, AA1

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Task 2 - Project

For this task, you will be building your own project based on the guidelines you set up in the previous task.

A. Ionic Structure (AA2, SE1)

Produce a prototype using the correct implementation of Ionic elements and components, such as cards, buttons, lists, modals, etc. The application needs to be built using one of the templates made available by Ionic, using the Angular framework as its baseline. This includes a functional routing system, allowing the user to navigate to all the different areas available in your application.

B. Programmed Functionality (AA3, AA4, AA5)

Produce a functional prototype of the pages defined in your technical documentation using the predefined templates and components available to Ionic. To make efficient use of your time, start by creating static screens and slowly build up your interactive features as you progress. Make sure to use asynchronous tasks correctly when loading and storing data.

C. Versioning and Documentation (AA6, SE2)

Make sure to have comments documenting your work within the code of your project, especially in your Typescript files.

You are required to back up your work using GitHub. It is recommended that you use branches to define new functionalities and merge into the main branch when they are done. When pushing Commits to your repository, make sure to add a proper description to explain the work done in that Commit. Your repository must also include a build release.

Make sure that your repository includes a well-documented README.md file.

Submission: Link to public GitHub Repository submitted via Moodle

Deadline: 30th January 2026

Grading Criteria: AA2, AA3, AA4, AA5, AA6, SE1, SE2

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Minimum Evidence List

1	**Task 1:** 1 PDF Document submitted via Moodle	☐
2	**Task 2:** Link to Public GitHub Repository submitted via Moodle	☐
3	**Task 2:** All project files uploaded to the submitted repository	☐

Print this page and hand in with your assignment on final hand in date.

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