

# MOBILE DEVELOPMENT 1

## Personal Project

### Introduction

Welcome to the final project!

The Flutter Final Project is an opportunity for you to apply the skills and concepts learned during this course to create a fully functional mobile application.

This project will allow you to **showcase your creativity, technical expertise, and problem-solving abilities**.

The objective of this project is to design and develop an app that aligns with **your interests**, enhances **your portfolio**, and prepares you for **professional opportunities**.

Projects will be **performed individually**.

*Good luck everyone!*

### Agenda / Deliverables

WEEK	DATE	DELIVERABLE
Week 9	DEC 6 <sup>th</sup>	Proposal Document – <i>this form</i>
Week 12	DEC 26 <sup>th</sup> /27 <sup>th</sup>	Final Report + Source code Presentation to Jury

### Tips for success!

Define Your Own Project	Choose an app idea that <b>interests</b> you and matches your <b>abilities</b>
Build for Your Portfolio	A unique and well-executed app can <b>impress future employers</b>
Keep It Feasible!	Focus on <b>what you have leant</b> during this first course <i>Avoid overly complex features like server-side integration</i>
Target specific users	Identify a <b>clear audience</b> for your app to make it more impactful
Be Original	Try to create <b>something unique</b> that stands out, even if it's a simple app

# Proposal Document Template

This proposal should briefly outline your application type, benefits and technical challenges.

## Application Type

Select the type of application you plan to create. Choose the **most relevant** category:

<input type="checkbox"/> Lifestyle Apps	<i>e.g., Fitness Tracker, Music Playlist Organizer, Habit Tracker...</i>
<input type="checkbox"/> Utility Apps	<i>e.g., Reminders, Flashlight, Calculator, Note-Taking App...</i>
<input type="checkbox"/> Games Apps	<i>e.g., Puzzle Game, Quiz, Memory Game, mini game...</i>
<input type="checkbox"/> Educational Tools	<i>e.g., Flashcards, Learning App...</i>
<input type="checkbox"/> IoT and Smart Apps	<i>e.g., Robot Controller, Sensor Data Viewer...</i>
<input type="checkbox"/> Other	<i>Specify:</i>

## Application Description

Describe your application in **one sentence**

*Example: A habit tracker app that helps users build good habits through daily streak tracking.*

## Usefulness and Targeted Users

Explain how your app **is useful** and **who** will use it

*This app will help CADT students to manage their daily routines and improve productivity by tracking tasks and habits.*

## How is This Application Unique?

What makes your app **stand out** from others?

*My app will include motivational quotes and visual progress bars to encourage user engagement.*

## Technical Focus Areas

Select the technical aspects you will focus on in your app. Check all that apply:

### A. DATA AND LOGIC

- ☐ Design a clear model (e.g., using classes, Enums, good relationships...)
- ☐ CRUD Operations (Create, Read, Update, Delete for app data)
- ☐ Decision-making algorithms (e.g. recommendation of books etc.)
- ☐ Advanced logic (e.g., pathfinding, scheduling, or matching.)
- ☐ Advanced State Management
- ☐ Persist data locally (ex SharedPreferences..)

### B. INPUT HANDLING

- ☐ Forms (e.g., TextField, validation)
- ☐ Interactive Inputs (e.g., buttons, toggles, sliders)
- ☐ Error Handling, Feedback, Notifications

### C. USER ENGAGEMENT

- ☐ Responsive Design (e.g., adapting layouts to different screen sizes)
- ☐ Dynamic Interactions (e.g., showing/hiding widgets, real-time updates)
- ☐ Lists and Grids (e.g., ListView, Grid View)
- ☐ Consistent Styling across the views
- ☐ Animations and Visual Effects
- ☐ Transitions and Animations

### D. NAVIGATION

- ☐ Single-Page Navigation (e.g., simple navigation bar)
- ☐ Multi-Screen Navigation (e.g., Drawer, TabBar, BottomNavigationBar)
- ☐ Transitions and Animations for Navigation

### E REUSABILITY AND CODE ORGANIZATION

- ☐ Modular Widgets (e.g., reusable buttons, cards, or progress bars)
- ☐ Clean Code Practices (e.g., readable, maintainable, well-documented code)
- ☐ Feature-Based Organization (e.g., separating components by app feature)

### F. OTHERS (SPECIFY)

- ☐ ..
- ☐ ..
- ☐ ..