BSCH-MD

Project: Developing an Android App

Course	BSCH
Stage/Year:	4
Module	Mobile Development
Semester	1
Assignment:	1
Date of Issue:	20/10/2023
Milestone 1 deadline	12/11/2023
Milestone 2 deadline	26/11/2023
Final Deadline:	10/12/2023
Assignment Weighting:	50% of Module
Assignment Submission:	Moodle

Project Aim:

The objective of this project is to design and create an Android app, with the aim of reaching a functional minimum viable product that would be suitable for placement on the Google Android Play Store.

You do not need to place your final App on the play store or any other app marketplace, it just needs to be deployment ready.

Grading

The project will be assessed on three main milestones:

Milestone 1 (10%):

The basic design and functionalities of your app should be demonstrated.

Milestone one minimum requirements: Three distinctive activities with clear and functional layouts.

You need to submit:

- A 5-minute video showing your app, describing its functionality and the work you have done on it so far (only mp4 format is accepted).
- An archive of your complete project including the git repository (only zip format is accepted).

- A 2-page document explaining the main idea, objectives and design (only pdf or .docx format is accepted).

Milestone 2 (15%):

Functionalities should be demonstrated for most of the app features.

Milestone Two minimum requirements: Sensor data should be collected and used.

You need to submit:
- A 5-minutes long video showing your app and describing the new work done (only mp4 format is accepted).
- An archive of your complete project including the git repository (only zip format is accepted).
- A 2-page document describing the new functionalities and design (only pdf or .docx format is accepted).

Milestone 3 (25%):

Your app should be fully functioning and ready to deploy.

Milestone Three minimum requirements: . The use of databases or files within the mobile device for persistent storage.

You will need to submit:
- Archive of your complete project including a link to the git repository (only zip format is accepted).
- The full design documentation (only pdf or .docx format is accepted).

You will do a live demo for your app during the last week of the semester (11th to 15th Dec).

Minimum app requirements:

i. The use of at least 3 activities where data is shared between activities.

ii. The use of one or more sensors (GPS, accelerometer, etc.)

iii. The use of databases or files within the mobile device for persistent storage.

The use of version control is required on all the stages of the project. You should make commits to your repository at least once a week to show progress.

	Marking Criteria	%	Requirements
1	Novelty	10	The concept behind your app should be novel in some form. Try to avoid clones of existing apps. Use novel elements, approaches or design.
2	Usefulness/Entertainment	15	Your application should be engaging or provide a utility. It should have a practical use or provide entertainment for a user.
3	Functionality	25	These marks will assess the basic functionality of the app. Marks will be lost for crashes and any stability issues.
4	Design	25	Design will be assessed on two levels, the coding level, and the presentation and usability of the app. You will not be judged on your personal aesthetics, but on the UI layout, navigation and handling.
5	Speed	10	Is it responsive? Does it transition well between activities? Have you optimized your code?
6	Documentation	15	Your documentation should include your choices for your UI design. Include wireframe diagrams or mock-ups and screenshots. Detail the key choices taken in application navigation, widget layout and position and how they support user interaction. Give a high-level description of your Kotlin code , include small code samples of custom composables/elements.

You should address all the marking criteria in your videos and live demo.

Marking penalties
- Files are not submitted as .mp4, .zip and .pdf/.docx : Up to -10%
- Code is poorly commented: Up to -10%
- Code does not follow coding standards: Up to -10%
- Application does not execute or contains major bugs : -20%
- No version control or extremely infrequent commits : Up to - 30%