Software for Mobile Devices (Fall 2018)

Project Description and Call for Proposals

Description

This course project is to develop an Android-based Application with any of the allowed themes, adhering to some basic architectural and development requirements. Proposals are solicited, in the template provided, from the students who can work in a group of 3-4 students. Once approved, students can commence work on their application and should submit and present their work in the last week of classes.

Schedule

- Proposal
 - o Submission
 - Notification of acceptance
- Project submission, demo and evaluation

Wednesday, September 26 Monday, October 1 Friday, December 7

Core Requirements

The application should fulfill the following requirements:

- 1. Architecture and Application components
 - a. Data Storage
 - b. Content Provider
 - c. Services
 - d. Broadcast Receiver
- 2. Responsive UI design
- 3. Web connectivity
- 4. Monetization and analytics
- 5. Any (or combination) of the following themes

Themes

- Shopping & M-Commerce
- Travel & Local
- Multi-player Games (Online / Bluetooth)

Any other theme may require approval from the instructor first