



<b>Qualification national code and title</b>	ICT50718 Diploma of Software Development
<b>Unit/s national code/s and title/s</b>	ICTPRG532 Apply advanced object-oriented language skills ICTPRG529 Apply testing techniques for software development ICTPRG503 Debug and monitor applications

### Assessment type (☑):

- ☐ Questioning (Oral/Written)
- ☐ Practical Demonstration
- ☐ 3<sup>rd</sup> Party Report
- ☒ Other – Project/Portfolio *(please specify)*

### Assessment Resources:

Personal computer with appropriate software for native mobile app development, plus internet connection.  
Access to Blackboard shell “Cluster – Advanced OOP C#”.

### Assessment Instructions:

This assessment requires you to document, design and plan your project. You are being assessed on ICTPRG532 elements 1 and 3 and ICTPRG529 elements 1, 2 and 3.

**Due Date:** End of week 7

1. Complete all the assessment tasks below.
2. Observation by your lecturer of you doing the assessment is considered part of the assessment process.
3. Submit your documentation into the Blackboard assessments area.
4. All skills must be demonstrated to achieve a satisfactory result.
5. All work submitted must be your own individual effort. In the case of a group project, you must declare which work components were contributed by each team member.



<b>Qualification national code and title</b>	ICT50718 Diploma of Software Development
<b>Unit/s national code/s and title/s</b>	ICTPRG532 Apply advanced object-oriented language skills ICTPRG529 Apply testing techniques for software development ICTPRG503 Debug and monitor applications

## Assessment Instrument:

### ***Assignment 1: Project design & plan***

1. You are required to determine and document the requirements specifications for your mobile app project:
  - a. Conduct meetings with your client/sponsor to determine the functionality required by the app. (It is desirable that your app should implement data transfer between client and web server.) Negotiate with your client to get agreement on the scope of the project.
  - b. Itemise and document the requirements specifications.
2. Design the User Interface (UI) for your app
  - a. Design the screen layouts, navigation and help for your app using UI design patterns.
  - b. Create wireframe or prototypes of the screen layouts. Obtain feedback from the user about the UI design and modify as required.
3. Prepare a test plan:
  - a. The test plan should outline the methodology, scope, test types, test environment/context and standards.
  - b. Prepare a functional test plan, including cross-references to the requirements specifications. Determine what input data will be needed for the test cases.
  - c. List non-functional tests on the test plan, including performance test metrics.
4. Prepare an implementation plan for the app:
  - a. Prepare an implementation plan for the project work, identifying the phases, tasks, timelines and resources.
  - b. Review the plan with your user and modify as required.

Combine all documents for your assessment into a compressed folder and submit into the Blackboard assessment area.