

**FOUNDATION IN SCIENCE AND TECHNOLOGY**

**COURSEWORK COVER SHEET**

**SUBJECT TITLE : INTRODUCTION TO PROGRAMMING**

**SUBJECT CODE : FSTM3064**

**INTAKE** **: JULY 2021**

**COURSEWORK TITLE : REVIEW 2 – GROUP PROJECT**

**COURSEWORK** **:** **20%**

The objective of this assessment is:

* To apply adding graphical user interface design to Java application.
* To encourage students to think critically about the ways Java based mobile applications can enhance the lives of technology users.
* To expose students to various categories and types of mobile applications available in the market.
* To encourage students to design innovative mobile applications.

Instructions:

* Submit hardcopy and softcopy of your assignment.
* Please include a cover page, table of contents and references in your assignment.
* Font type to be used Times New Roman, 12 with 1.5 paragraph spacing.

Student Name : \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Student ID : \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**ASSIGNMENT DURATION: 13/1/2022 – 12/2/2022**

**TASK 1**

Work in a group of 3 - 4 members.

You have been asked by the development company that you are working for to propose an innovative mobile application that will capture the target market of your choice. In your report:

* Problem statement
* State who will you be designing the mobile application for (some statistics about your market segment)
* Review THREE types of existing mobile applications from a similar category as your proposed application. Evaluate its interface design, functionalities, purpose and the aspects that can be improved.
* Describe your proposed application and how it solves the problem
* Monetizing strategy / market reach
* Create a mock up design of your proposed mobile application and provide screenshots. Clearly describe the design and functionalities of your application. Describe the graphical user interface element used in each screen design. Elaborate the flow of functionalities of each screen and how it is connected to one another.

**TASK 2 – PRESENTATION AND CONTRIBUTION EVALUATION**

* Screencast a presentation about proposed app and its design.
* Students will be evaluated on their individual contribution and also their overall performance as a team based on the documentation submitted.

**CHECKLIST FOR SUBMISSION AND PRESENTATION**

1. Assignment cover page with group members’ names.
2. 1 softcopy of report per group which includes information on contributions by individual teammates must be submitted via eLearn.
3. Video of the screencast presentation must be shared via OneDrive to [preedhar@sunway.edu.my](mailto:preedhar@sunway.edu.my).