# Project Description & Marking Scheme – 35% of final grade

## Project Description

* Following the success of The Gathering in 2013, governments wants to build upon that work and encourage good tourism relations with our neighbours far and near. To that end, they are funding the development of a suite of mobile apps focussing on upcoming sporting events around the world. They have sought the support of colleges and universities across the country to kick start the development of these apps. For this reason, you have been tasked with developing a prototype using java for an interactive mobile app for one of the following upcoming sporting events:
  + FIFA World Cup 2014
  + Ryder Cup 2014
  + Tour de France 2014
  + Wimbledon 2014
  + Rugby World Cup 2015
  + Athletics World Championships 2015
* Working in teams of 4 people you will build a fully functional prototype for your app using java
* The representative group of potential users will review the prototypes at the end of the semester
* The app must consist of 4 distinct sections
* Each member of the team will take responsibility for the development of one of these sections
* All sections should then be combined in one complete seamless package
* In the circumstance where a group has less than 4 members, each member still takes only one section each
* Each section should contain:
  + More than 3 classes
  + 3 or more distinct functions or features
  + Data input and output
  + Dynamic interfaces using text and images
  + More than 1 form requiring user input

## Marking Scheme & Deliverables

**Deliverable 1 (Project Proposal & Class Diagram) – Week 4**

* One submission per group
* 10 marks out of 100
* All 10 marks are for the group contribution

This submission should consist of:

1. A one page project proposal outlining the four themes of the app and the functionality to be contained within each theme and the name of the team member responsible for its development.
2. A complete class diagram outlining the classes required for the app and the data members and methods contained within each class.

**Deliverable 2 (User Interface) – Week 7**

* One submission per group
* 20 marks out of 100
* 10 marks are for the Individual contribution and the other 10 marks are for the group contribution

This submission should be one complete netbeans project with each theme connected to a main landing page. All user interfaces should be complete and navigable but functionality is not necessary at this point. For example, if the app contains a form the buttons and fields necessary for completion of the form should be included but need not work fully at this point. All necessary navigation should be included and fully functional at this point.

**Deliverable 3 (Prototype of Individual Theme) – Week 10**

* Individual submission of work
* 40 marks our of 100
* All 40 marks are for the Individual Submission, there is no group mark for this deliverable

This submission should be a complete working section of the app demonstrating the use of all module concepts with the exception of File I/O with objects and polymorphism. These will be added for the group submission in week 12.

**Deliverable 4 (Full Prototype with file storage) – Week 12**

* Only one submission per Group
* 30 marks out of 100
* 20 marks are for the individual contribution and 10 marks are for the group contribution

This submission should include all sections of the app with all functionality completed demonstrating the use of all module concepts.

Marks will be awarded for the suitable implementation of each of the concepts covered in the module including Inheritance, Swing, Arrays of Objects, ArrayLists, File Handling & Polymorphism