DESCRIPTION OF COURSEWORK

Course Code	SWE311
Course Name	Mobile Application System Design
Lecturer	Nurul Amera binti Muhamad Nazmi
Academic Session	2025/04
Assessment Title	Final Project

A. Introduction/ Situation/ Background Information

This assignment will require students to demonstrate their knowledge of mobile application system design in terms of planning, design, workflow, ideas, content, and development that has been learned throughout the semester.

B. Course Learning Outcomes (CLO) covered

At the end of this assessment, students are able to:

CLO 2   Apply knowledge and practical skills to design basic features in mobile application.

CLO 3   Analyze related programming languages to develop basic features in mobile application.

C. University Policy on Academic Misconduct

1. Academic misconduct is a serious offense in Xiamen University Malaysia. It can be defined as any of the following:

   i. **Plagiarism** is submitting or presenting someone else's work, words, ideas, data or information as your own intentionally or unintentionally. This includes incorporating published and unpublished material, whether in manuscript, printed or electronic form into your work without acknowledging the source (the person and the work).

   ii. **Collusion** is two or more people collaborating on a piece of work (in part or whole) which is intended to be wholly individual and passed it off as own individual work.

iii. **Cheating** is an act of dishonesty or fraud in order to gain an unfair advantage in an assessment. This includes using or attempting to use, or assisting another to use materials that are prohibited or inappropriate, commissioning work from a third party, falsifying data, or breaching any examination rules.

2. All assessments submitted must be the student's own work, without any materials generated by AI tools, including direct copying and pasting of text or paraphrasing. Any form of academic misconduct, including using prohibited materials or inappropriate assistance, is a serious offense and will result in a zero mark for the entire assessment or part of it. If there is more than one guilty party, such as in case of collusion, all parties involved will receive the same penalty.

D. Instruction to Students

Work together in a team of five members. Complete all assignment requirements detailed in the section below. You must complete all assignment requirements detailed in the section below. You must submit your app project folder and a report in PDF format via Moodle (compressed zipped folder). All team members are expected to actively contribute to assignment. The individual assignment marks will be determined by the member's contribution to the assignment. The team leader is responsible for submitting the assignment and cover page along with your report. Save the folder as **TeamNumber.zip**.

(If your project folder is above 20 MB, you may put the project folder onto your personal Google Drive and mention the share link on your report)

The deadline for this assignment is on **18 July 2025, 11:59 pm**. No submission will result in 0 marks for your Assignment. All submissions shall be made via the Moodle platform.

E. Evaluation Breakdown

No.	Component Title	Mark
1.	Mobile Web App Development	60
2.	Report	40
	TOTAL	**100**

F. Task(s)

Task 1: Mobile Web App Development (60 Marks)

You are required to create a mobile web app based on one of the following themes:

      a) Food & Beverage

      b) Health & Fitness

      c) Education & Learning

      d) Travel & Tourism

      e) E-Commerce & Marketplace

      f) Gaming Comparison

Your app must meet the following criteria:

a. Web pages:
   i. **Login & Signup Page** - Provide a page where users can register their details and another where they can log in using their username and password to access the main page.
   ii. **Home page** – The page users see first when the app opens in a browser
   iii. **Additional pages** – Include extra pages for displaying other relevant content

Each web page should be responsive and adaptable for viewing on desktop screens, tablets, and mobile phones.

<div align="right">[20 Marks]</div>

b. Database Development.
   i. Create a database that stores data related to the app's target users
   ii. Ensure that users can perform CRUD operations (Create, Read, Update, Delete) on the stored records.

<div align="right">[20 Marks]</div>

c. Location tracking using OpenStreetMap API
   i. Implement location tracking that either tracks the user's current location or displays a point of interest (POI) related to the app on an OpenStreetMap.

<div align="right">[10 Marks]</div>

d. Audio/Video Integration
    i. Add at least one audio or video element to a chosen page within the app

[10 Marks]

- You are restricted to using HTML, CSS, JavaScript, and PHP for development.

Task 2: Report (40 Marks)

In addition to developing the app, you are required to submit a **report** containing the following sections:

a. Introduction
   - Objective: Define the problem the app is addressing and the purpose of developing the app
   - Target Market: Specify the age range and type of users your app is designed for

[5 Marks]

b. User stories
   - Develop at least five user stories and provide the associated acceptance criteria for each.

[10 Marks]

c. Result
   - Use screenshots to provide a brief explanation of each feature within the app.

[15 Marks]

d. User Acceptance Testing (UAT) Test Cases
   - Create at least five UAT test cases to verify the functionality of your app and include the results of your tests.

[10 Marks]

MARKING RUBRICS

Final Project (30%)							
Score and Descriptors							
Criteria	**Excellent (17-20)**	**Good (13-16)**	**Average (9-12)**	**Need Improvement (5-8)**	**Poor (1-4)**	**No Attempt (0)**	**Weight (%)**	**Mark**
Mobile Web App Development (Task 1a)	Well-designed and highly intuitive interface along with necessary control buttons. The navigation between screens is smooth.	Fairly good design and intuitive interface along with necessary control buttons. The navigation between screens is generally smooth	In general, the layout design is acceptable, although there are minor flaws in the interface design.	The layout is poorly designed, resulting in a bad user experience.	The layout is poorly designed or almost incomplete.	No attempt at this feature.	**20**	
	Excellent (17-20)	**Good (13-16)**	**Average (9-12)**	**Need Improvement (5-8)**	**Poor (1-4)**	**No Attempt (0)**		
Mobile Web App Development (Task 1b)	Completeness of all CRUD operations that include (Create, Read, Update, Delete). The CRUD operations are free from any error.	Most CRUD operation logics work correctly, as expected.	The CRUD operation logic has one or a few noticeable errors (e.g., one or two CRUD operations are missing).	Most app logics trigger an error that results in a non-functional app.	Almost all app logics do not work or trigger errors.	No attempt at this feature.	**20**	
	Excellent (9-10)	**Good (7-8)**	**Average (5-6)**	**Need Improvement (3-4)**	**Poor (1-2)**	**No Attempt (0)**		
Mobile Web App Development (Task 1c)	All the mapping or location tracking logics work smoothly without any error and it align with the purpose of the app.	Most mapping or location tracking app logics work correctly, as expected.	There are one or a few noticeable errors in the app logic.	Most app logics trigger an error that results in a non-functional app.	Almost all app logics do not work or trigger errors.	No attempt at this feature.	**10**	
	Excellent (9-10)	**Good (7-8)**	**Average (5-6)**	**Need Improvement (3-4)**	**Poor (1-2)**	**No Attempt (0)**		
Mobile Web App Development (Task 1d)	The integration of audio/video aligns with the purpose of the app. It can play smoothly and permit the user to control it (play or pause, etc.)	The integration of audio/video generally aligns with the app's purpose. It can play smoothly but lacks user control.	The integration of audio/video is less relevant to the app's purpose. It can play but lacks user control.	Most app logics trigger an error that results in a non-functional app.	Almost all app logics do not work or trigger errors.	No attempt at this feature.	**10**	

	Excellent (5)	Good (4)	Average (3)	Need Improvement (2)	Poor (1)	No Attempt (0)		
Report – Introduction (Task 2a)	The introduction is well written, with accurate and concise points.	The introduction is well written but with one/two minor mistakes (e.g., a few irrelevant statements).	The introduction has a few significant mistakes (e.g., incorrect facts/arguments).	The introduction has a lot of major mistakes or missing some required sections.	The introduction is missing most of the required significant content..	No attempt at this feature.	**5**	
	Excellent (9-10)	**Good (7-8)**	**Average (5-6)**	**Need Improvement (3-4)**	**Poor (1-2)**	**No Attempt (0)**		
Report – User Stories (Task 2b)	The user stories are well-written with accurate and well defined acceptance criteria.	The user stories are well written but with one/or two minor mistakes (e.g., a few irrelevant acceptance criteria).	The user stories only partially address the mobile app requirements and have significant mistakes (e.g., a few too-general acceptance criteria).	The user stories are vague, and the acceptance criteria are too general overall.	The user stories almost do not meet the app requirement, and the acceptance criteria are mostly not testable.	No attempt at this feature.	**10**	
	Excellent (13-15)	**Good (10-12)**	**Average (7-9)**	**Need Improvement (4-6)**	**Poor (1-4)**	**No Attempt (0)**		
Report – Result (Task 2c)	The result is well written and structured. It is presented with accurate and clear explanations and screenshots.	The result is fairly well written and structured, with the necessary explanation and screenshots.	The result is slightly not readable/ understandable.	The result is difficult to read and understand.	Missing most of the required significant contents.	No attempt at this feature.	**15**	
	Excellent (9-10)	**Good (7-8)**	**Average (5-6)**	**Need Improvement (3-4)**	**Poor (1-2)**	**No Attempt (0)**		
Report – UAT Test	The test cases are well defined and cover the test for all app functionalities	The test cases are generally well prepared but missing one or two app features without testing.	The test cases are generally acceptable and cover the testing for some app core features.	The test cases only partially cover the app functionalities testing.	The test for almost all the app's core features is not included in the test cases.	No attempt at this feature.	**10**	
						TOTAL	**/100**	
					Deduction for late submission or failure to adhere to the submission format.		**0 - 10**	
						Final Team Mark	**/100**	

Individual penalties for unequal contribution, performance, and AI-generated content.

Student Name: Student ID:	Fill in your ID and Name here	Fill in your ID and Name here	Fill in your ID and Name here	Fill in your ID and Name here	Fill in your ID and Name here	Fill in your ID and Name here
Team Mark						
Mark Deduction						
Final Individual Mark						

Members' Contribution Sheet

Team Member Name & ID	Tasks and writing	Signature
[Member 1 Name & ID]	-	
[Member 2 Name & ID]	-	
[Member 3 Name & ID]	-	
[Member 4 Name & ID]	-	
[Member 5 Name & ID]	-	