Software for Mobile Devices (Spring 2020)
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 two 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 submission   Thursday, March 5

- Prototype (UI only)   Thursday, April 2

- Project submission, demo and evaluation   Monday, May 3

Core Requirements

The application should fulfill the following requirements:
1. Architecture and Application components
   a. Data Storage
   b. Content Provider (where applicable)
   c. Services
   d. Broadcast Receiver
2. Responsive UI design
3. Web connectivity
4. Monetization (Admob) and analytics

Possible Themes

- Shopping & M-Commerce

- Travel & Local

- Multi-player Games (Online / Bluetooth)

- Educational Apps

- Healthcare Apps