Final Mobile Application Development Group Project Report

Project Title:

[Enter the name of your project]

Team Members:

1. Name (Role & Contribution)
2. Name (Role & Contribution)
3. Name (Role & Contribution)

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1. Introduction:

Provide a brief description of your project, the purpose behind it, and the problem it aims to solve. Mention the target users and the overall vision of the application.

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2. Design and UI (15%)

2.1 User Interface:

- Screenshots of the main screens of the application (e.g., Home, Login, Dashboard, etc.)
- Design considerations (e.g., color schemes, fonts, icons, layouts)
- Discussion of user experience such as navigation and accessibility.

2.2 User Flow:

- A diagram showing the flow between different screens and how users interact with the app.

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3. Functionality (20%)

3.1 Core Features:

- List the core features of your application and describe how they work.
- Provide screenshots to show these features in action.

3.2 Additional Features:

- Any extra features that enhance the usability or user experience of the app.

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4. Innovation & Creativity (10%)

4.1 Unique Features or Approaches:

- Highlight any innovative aspects of your app (e.g., novel features, design elements, user interactivity).
- Explain why these features make your app stand out.

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5. Technical Complexity (15%)

5.1 Technical Challenges:

- Discuss the most technically challenging parts of your app
- Code snippets of complex functionalities.

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6. Security and Data Management (10%)

6.1 Data Handling:

- Describe how data is managed, stored, and secured within the app (e.g., encryption, use of SQLite, Firebase, or other databases).

6.2 Security Measures:

- Provide details on how user data security is ensured (e.g., input validation, secure API calls, authentication).

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7. Testing and Debugging (10%)

7.1 Testing Strategy:

- Outline the testing strategy used
- Mention any tools used for testing (if any)

7.2 Debugging Process:

- Describe common bugs encountered and how they were resolved.
- Provide evidence of testing through screenshots/logs. (Logcat Screenshots)

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8. Team Collaboration (5%)

8.1 Contribution Breakdown:

- For each team member, describe their contributions to the project (coding, design, documentation, testing, etc.).

8.2 Tools for Collaboration:

- Mention tools used for collaboration (e.g., GitHub for version control, Slack for communication, etc.).

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9. Documentation (5%)

Submission of this document.

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10. Demo & Viva (10%)

Prepare a demonstration video showing your app in action / Give demo on emulator in front of faculty, highlighting its main features, functionality, and how it meets the project requirements. Additionally, be prepared for viva questions regarding your project's technical aspects, teamwork, and decision-making process.

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11. Conclusion:

Summarise the overall development process, challenges faced, and the outcome of your project. Reflect on what you've learned and how you could improve in future projects.

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12. Appendix:

- **12.1 Full Code Repository:** Include a link to the GitHub repository or attach the full code in the report.
- **12.2 References:** List any references, tutorials, or external resources used during development.

Grading Criteria:

- **Design and UI:** 15 marks
- **Functionality:** 20 marks
- **Innovation & Creativity:** 10 marks
- **Technical Complexity:** 15 marks
- **Security and Data Management:** 10 marks
- **Testing and Debugging:** 10 marks
- **Team Collaboration:** 5 marks
- **Documentation:** 5 marks
- **Demo & Viva:** 10 marks