

**CSNB544/5123 Mobile Application
Development
Milestone 2**

Semester 2 2022/2023

Student ID: SW0107187	Student Name: Akmal Arif Bin Arifin
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MARKS ALLOCATION (60 marks, 20%)				
PART A: CORELATION BETWEEN M1 AND M2				Marks
Criteria	0	1-4	5	
1. Included the approved proposal in Milestone 1	None	Incomplete and not updated/corrected	Complete and updated/corrected	
			TOTAL PART A (5 MARKS)	
PART B: SCREENS MAP				Marks
Criteria	0-1	2-3	4-5	
1. Overall screens map	None or poorly screens map provided	Well prepared screens map with minor error	Complete screens map with no error	
2. Activities	None or insufficient activities	Sufficient activities	Well planned activities	
3. Application navigation	None or poor/ambiguous navigation	Acceptable navigation with minor correction	Acceptable navigation with no correction	
			TOTAL PART B (15 MARKS)	
PART C: SKETCH AND WIREFRAME				Marks
Criteria	0-1	2-3	4-5	
1. Goal driven design	None or poor design	Partially design for the right user, acceptable workflow that suits their needs	Design for the right user, acceptable workflow that suits their needs	
2. Learnability	None or unable to learn to use the application	User is partially know how to use the interface and the interface nature is partially familiar to the user	User is instinctively know how to use the interface and the interface nature is familiar to the user	
	0-5	6-10	11-15	
3. Sketch UI design	None or sketch UI designed in very minimal	Sketch UI designed in brief	Sketch UI designed in detail with labels	
4. Wireframe / Application navigation based on the screens map in Part B	None or poor/ambiguous navigation	Acceptable navigation with minor unmatched	Navigation in the wireframe matched with the screens map	
			TOTAL PART C (40 MARKS)	
			TOTAL M2 (PART A + PART B + PART C) (60 MARKS)	

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Instruction: Plan and design your application by completing required information in the provided table.

Milestone 2 requires you to plan and design your application. The design should be based on the proposal in Milestone 1. You are going to illustrate the design of the proposed application.

Your application must be original, not inherited from any existing application, not using template from the third party, and must be different among each other.

Main requirement of your application:

Requirements	Descriptions
Icon	A custom icon that reflects your application
Splash Screen	A welcoming page that will auto navigate to the home screen
Pages	Some pages to represent your application features
Storage	Apply local file or online database storage
About Page	A page that consists of the application description, developer, version

This assignment is an individual assessment. You may refer to Chapter 2 and Lab 1 for examples and guideline in completing this assessment.

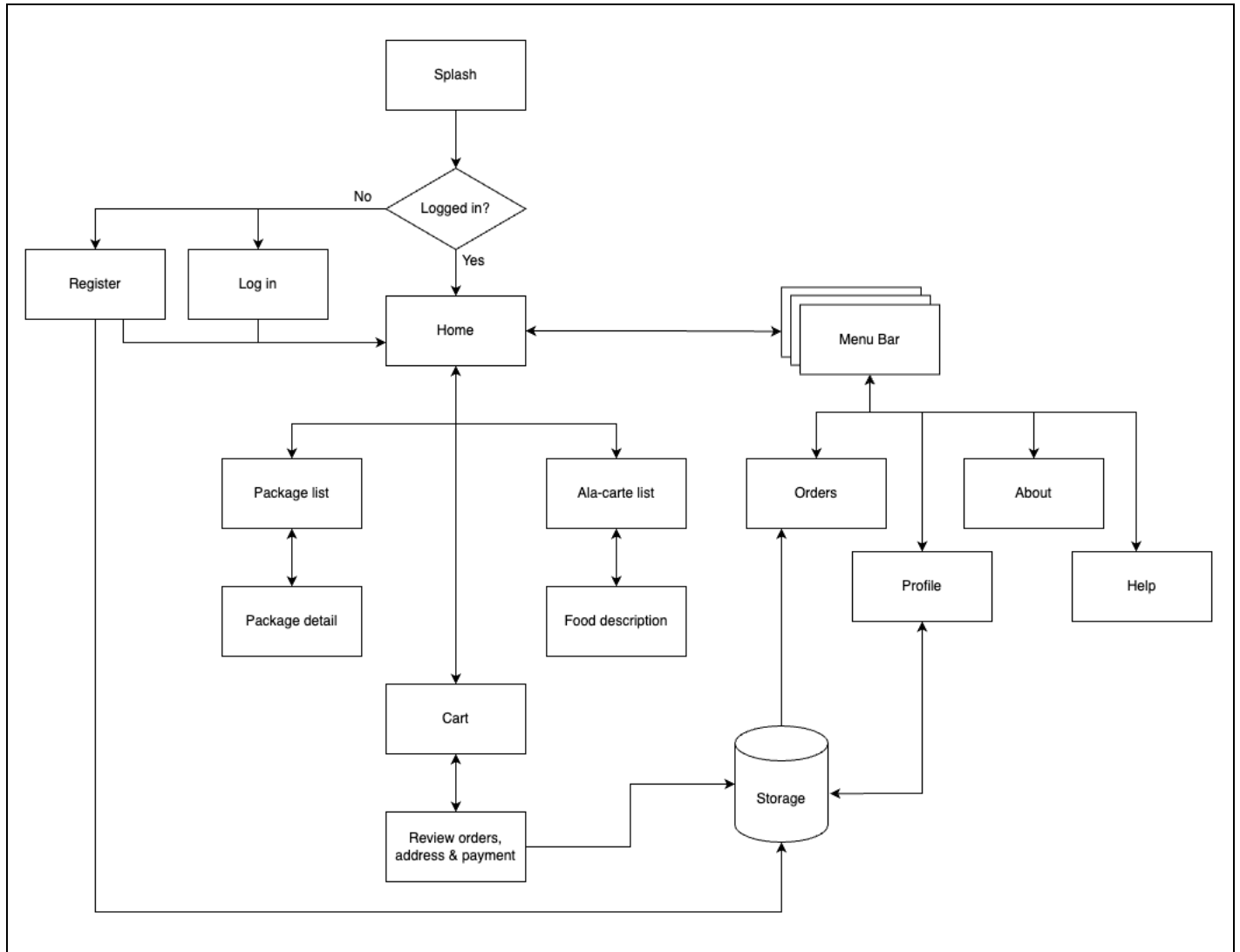
PART A: CORELATION BETWEEN M1 AND M2

Complete the following table based on the corrected Milestone 1.

Application Name	AzieCatering
Application Description	This application provides user to choose variety of food menu from Azie's Kitchen restaurant as their caterer for 20-200 pax. Orders below 50pax need to be booked 24 hours before the event. While above 50pax orders need to be made at least 3 days before the event. Only available in Klang Valley.
Objectives	<ul style="list-style-type: none"> - To provide catering service for any event on urgent basis which require at most 3 days to prepare. - To track and store the order of catering service. - To display the menu catalog to user .
Target user	<ul style="list-style-type: none"> - Azie's Kitchen existing customer - Event/party/gathering organizer - Family/company who wants to make gathering.
List of Features with its Description	<ol style="list-style-type: none"> 1. Register account – user need to register to store their detail for order. 2. Choose type – user can either choose ala carte or package 3. Choose menu cuisine – Azie's Kitchen offer Malay, western and Chinese cuisine for customer. 4. Add on – after choosing a menu, user can add on listed food. 5. Edit menu- user can add or change their order. 6. Set location – user can check either their place is covered or not, and then set their exact location. 7. Accept/reject – Upon receiving orders from customer, staff can either accept or reject the order made. 8. Chat with Azie's staff – user can chat with staff for any enquiry or quotation 9. About page – this page will explain the function of the app and brief intro on Azie Kitchen. 10. Splash screen – this page will display the app icon and navigate to home screen 11. Storage - to store customer detail and order 12. Icon – application icon will be the logo of AzieKitchen which consist of capital A and K combine.

PART B: SCREENS MAP

Draw a screen map of your proposed application. This screen map should cover overall activities in your application. Place your screen map into the following field.



PART C: SKETCH AND WIREFRAME

Based on the screens map and Milestone 1:

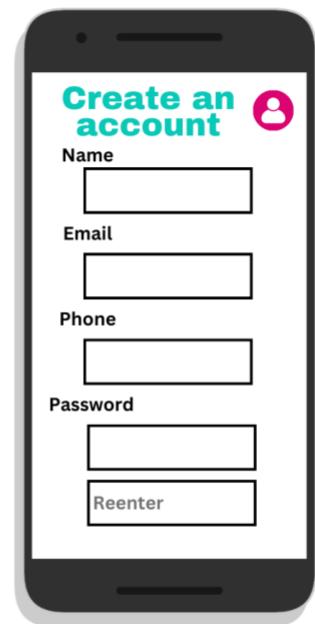
1. Sketch the design of each activity/page of the proposed application. Explain the elements that are included in the application. You may also use label to show each element.



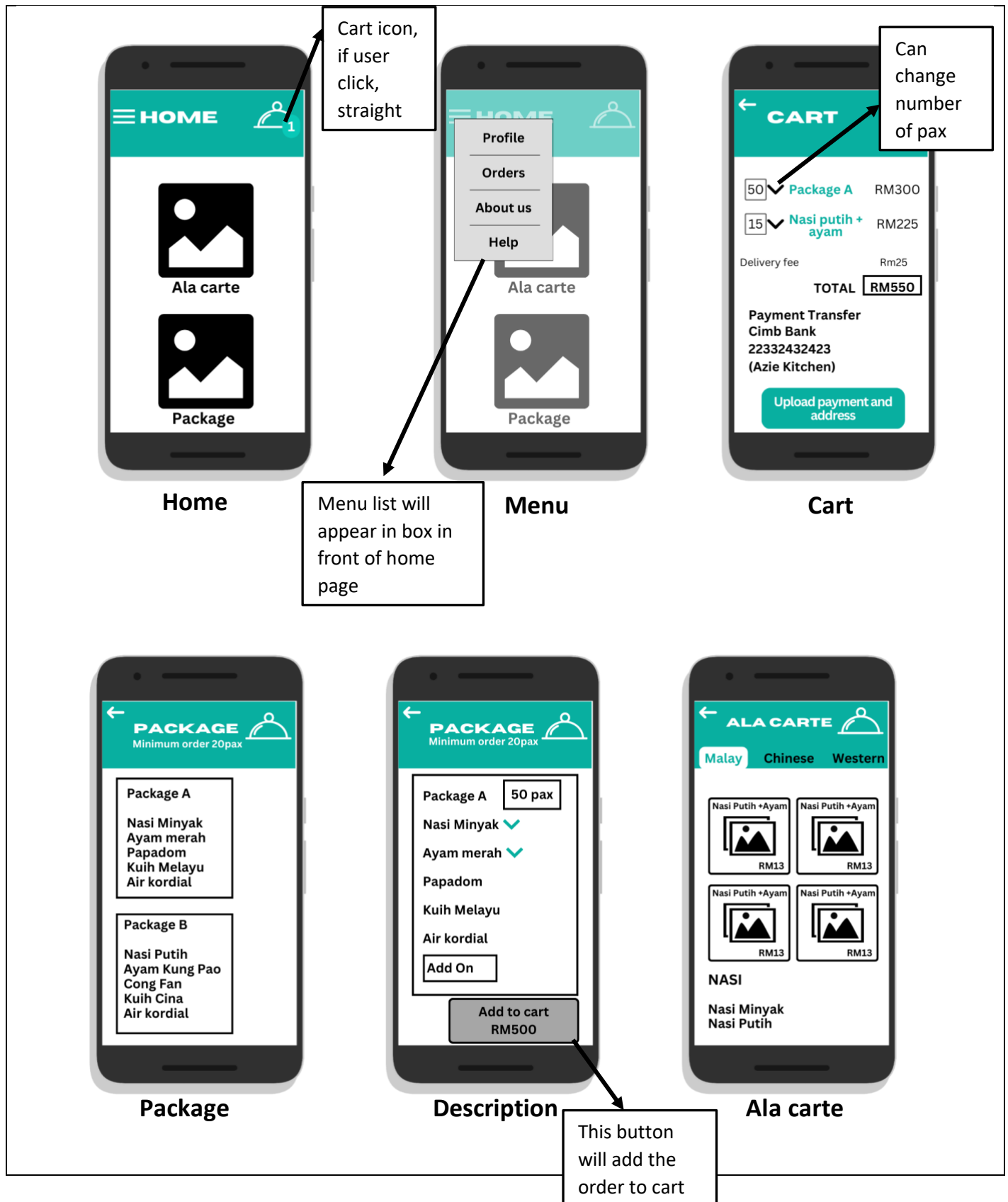
Splash

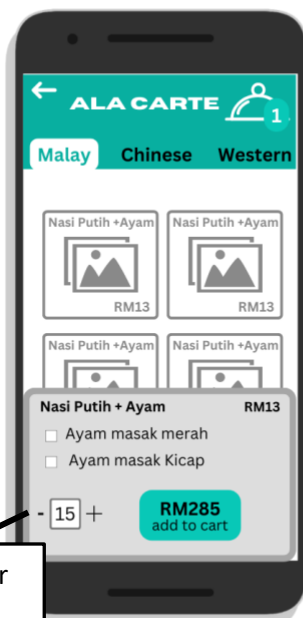


Login



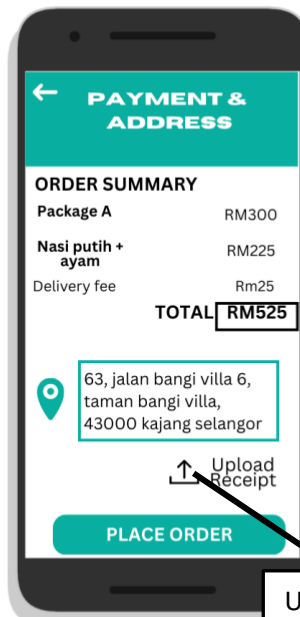
Register





To add or
reduce
the pax.

Description



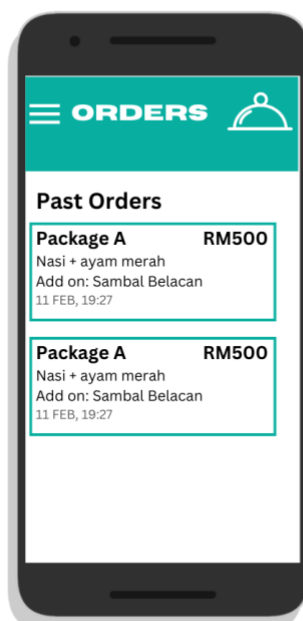
Upload
payment
receipt in
image.

Payment &
Address

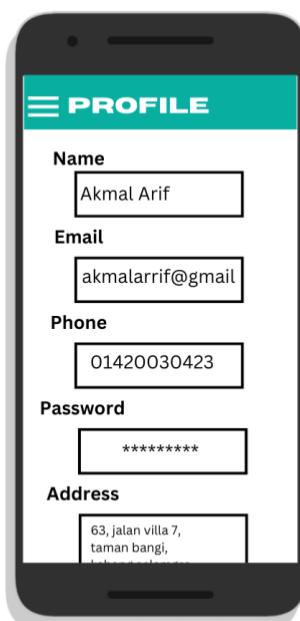


Link direct
to
restaurant's
Whatsapp.

Help



Order

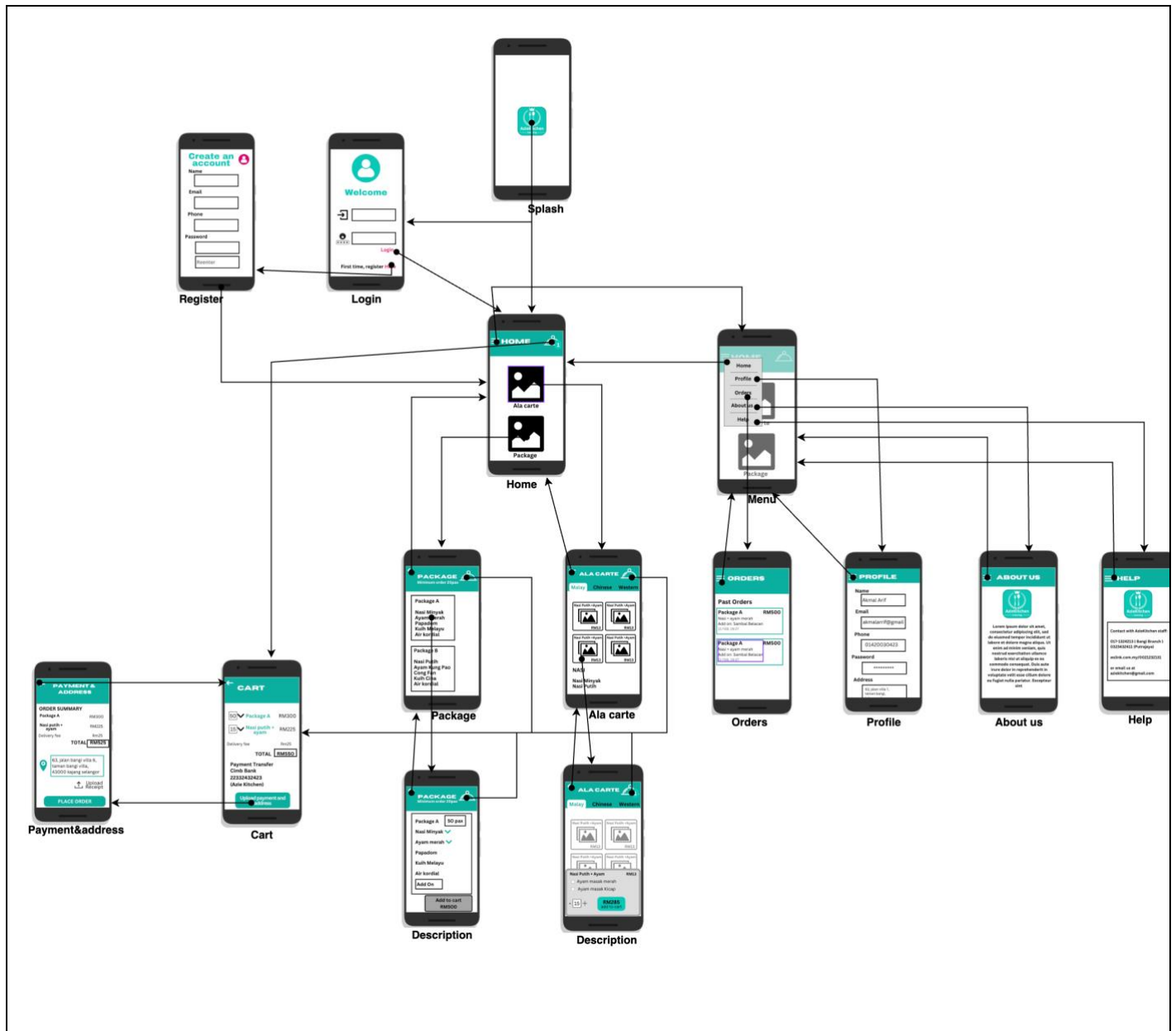


Profile



About us

- Combine the activities designed above with the navigation based on the screen map to form a complete wireframe of your application.



Submission:

Date: 3 March 2023, 5.00pm

Submission method: Online