# CIS*4030 – Mobile Computing – Project Milestone 1 (M1) Specification

Through the Milestones you will be building a mobile application to demonstrate the Mobile concepts taught in class. Through this first project you will be defining your idea, describing why its unique, designing some ideas for how your app could look, and planning the workload for the rest of the semester.

**Groups:** You will need to form groups of 2-3 members (groups outside of this range will need confirm with me first). You will also need to join a group on courselink, note this process is very important as it will allow me to assign grades to each group.

Group work requires that all group members engage and contribute to the group project. We expect you all to act professionally. We will rebalance grades within a group if we are provided with documentation showing a clear lack of contribution from a member.

**A**r students). I need access to your repos to examine your code and monitor commits (made throughout the project). Please add me as collaborators to your repository:

- Connor's github username is *geddesc*

Assuming all group members agree, you can make your project public after the course.

**Weight:** 15%: Milestone 1: Project Topic + Background Research + Initial Interface Design + Plan: due in class February 12, February 14, or February 16.

**Project Requirements:** Your group must come up with a project idea to develop a mobile application. Your application must meet the following requirements:

1) Your application must be scoped and designed so that all team members can contribute (Project Plan)
2) Your application must use a remote or local database backend.
3) Your application must have multiple pages and some scrollable components.
4) You must use some form of state management in your application.
5) You must use a third-party package in your application as a UI component.
6) You must use at least one image asset (local or remote) within your application.

**M1 Presentation**: For Milestone 1, you will focus on communicating details about your project idea, the low-fidelity design of your interface, and a rough plan for completing your project by presenting a 5–7-minute presentation during class time. Your presentation must cover the following topics (Note: the sections below are meant to describe the requirements for the presentation not the exact order topics need to be presented or the way the need to organized):

1. *Team Number and Team Member names*
2. *What We Will Build & Why We Will Build It:* You will need to introduce and describe your idea for your project as well as provide motivation for why you want to build it. Questions to consider are 'How do you imagine people will use your app?' and 'What problem(s) are you solving with your app?'.
3. *Why Our App is Special:* You will need to compare what you plan to build with other existing apps and products. Consider how it is similar to and different from existing apps and products. What makes your app unique? Why is now the right time to work on this app (i.e., why would releasing it at this current time be beneficial)? What do other apps not do or do incorrectly, that we will do with our app?
4. *Interface Design:* Show some initial designs for your application you can present these in whatever form you believe can best show off your interface (Note: you will not receive

extra marks for higher-fidelity interfaces). Please describe your interface components, functionality, and navigation (describe how pages relate to one another).

5. *Project Plan:* This section will set out your plan of attack. What priority do different tasks have? What is your timeline for designing and implementing different tasks? Who will do what? What challenges do you currently anticipate? How will you ensure that all group members can equally contribute throughout the rest of the semester?

You will be graded on the quality and depth of answers provided for each of the five sections above, the presentation pace, timing of your presentation, and the aesthetic quality of the slides (or other presentation aid).

Time is short, so you will want to strike a careful balance between risk and completeness. Given that this is an upper-year course dedicated solely to mobile development, I prefer *stretch goals* – slightly more ambitious and not entirely complete outcomes (e.g., one or two minor features missing) – rather than less ambitious but complete outcomes. Ask if you are unsure.

If you need help or want a sounding board to bounce project ideas off, feel free to send requests to my email address: *geddesc@uoguelph.ca*

I strongly recommend starting this project as soon as possible.