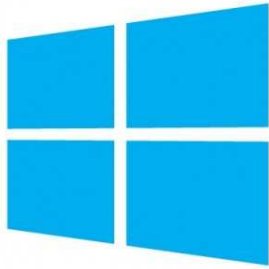


COMP103P – Apps Development Introduction



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Sponsored by



- 120 students, working in teams of 3s
- 40 apps projects to complete for clients by end of April
- Treat this as official UCL supported work experience
- Prize giving certifications at first week of May



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Sharpening your CV. Time to be fearless.

- Possibly your first major work experience working for a company or research group as a consulting team of first-time developers.
- You will be assessed on (and add to your CV):
 - project management skills –team roles assigned, fair allocation of work packages (division of work), project documentation and Gantt Chart progress.
 - Human-Computer Interaction methods – requirements elicitation via user-centred interviews, UI mock ups and a HTML webpage walkthrough.
 - Programming – how to research, design, develop and build upon code
 - Research skill - Investigate the state of the art and bring its benefits to your clients, including **a references section in your report**
 - Publishing – the best end outcome for your project is for your client be satisfied to deploy it or build further with it



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Targets and deliverables

- 3 major milestones:
 - Milestone 1: design (13th feb),
 - Milestone 2: build (13th march) and
 - Milestone 3: test to deploy (29th April).
- 1 design project report by milestone 1 – you can improve it by milestone 3
- 3 individual reports at milestone 3
- Bi-weekly reports from each team
- Client handover of all materials, source and compilation instructions uploaded to moodle, individual 3-page reports, video demo and solution summary HTML page for Milestone 3.



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Course Teaching Assistants (TAs)

Please direct questions to the following TAs:

- **Lead TAs** – Leslie Kanthan and Jacques Cali – l.kanthan@ucl.ac.uk and j.cali@cs.ucl.ac.uk – make an appointment to get a TA.
- **Senior apps technical TA** – Dr Yun Fu (UCL Advances) – y.fu@cs.ucl.ac.uk
- **Lead UI/UX and publishing** (reading week and final week) – Niall Roche (UCL Advances) – n.roche@ucl.ac.uk
- **Platform and Labs TAs** – meet them in the lab sessions
- Georgios Spithourakis and Manal Adham – Android
- Juan Guzman and David Rego – Windows and Azure Cloud
- Jacques Cali and Yun Fu - iOS, Cordova, PhoneGap and other cross platforms



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Disclaimer: UCL IP Assignment

- Access to these companies and their time takes a lot of contractual effort for the university.
- All IP developed is to be retained by the clients on these projects. UCL Advances and UCL's legal framework is there to support you. The companies are supporting you by signing off your project work as evidence for your Computer Science portfolio, helping your career as future software developers.
- Kemil Thomas from UCL Advances will be handing out the contracts.



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Types of app projects

- Mobile and Cross Platform apps
- Hardware Device apps
- Web and cloud apps
- Prototype apps (new ideas)
- Re-engineering apps (rebuilding ideas)

Your client will specify the type of project and the platform that they wish for you to investigate.

Keep in mind in your design of the app, to consider reusability of components in the future.



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Clients come first

- Professional courtesy especially in timeliness, following up emails and arranging meetings with them.
- They will feedback your response in their report to UCL and to the British Computing Society as part of your project management.
- Team leaders should be the key contact point between teams and the clients.
- Close your requirements by week 3 and list all of the requirements back to the client for them to agree to. Do not accept "scope creep" where they ask for more features after reading week!
- Agree your prototype UI designs by demonstrating it to them and getting written feedback **before you build the UI.**



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Communications

- All questions to the lab TAs and Dr Fun Yun
- Any team problems to the lead TAs
- Again, client correspondence should go through the team leader of your team e.g. "on behalf of team X..."
- You must meet with your team at least 3 times a week and file this in the bi-weekly reports (6 meetings). You will also meet in your lab sessions.
- Bi-weekly reports to both Moodle and to your clients
- Include time and date, what was discussed/worked together, **problems and how you overcame them** and next meeting action points.



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Timeline (summary)

- 4 weeks before reading week – apps project interviews, design work and first apps programming practice (get into the development). **These labs are for your Java work only.**
- Reading week – development starts properly.
- 5 weeks of apps development and testing. **These labs are for the apps project.**
- April break for fine tuning and completing project documentation.



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Timeline for next four weeks

- This week: meet your team members and note your team number assigned. Page on skills and strengths. Teams announced tonight, clients by end of the week.
- Week 2: Arrange to meet your clients with a team leader email. Milestone 1: capture requirements over interview – you must have this fully prepared! Do not record any conversation without permission. Install the development platform required by your client to build your system. Write up project brief document.
- Weeks 3-4: **Milestone 1 review week.** Mock up a paper prototype of the application in sketches and in a digital format such as a HTML view. Identify common variables and data required, given them appropriate names and create a Data Dictionary for your project.



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Deadlines for your diaries

- **Friday 13th February, 5pm** – Milestone 1 main design report + prototype walkthrough HTML5 app.
- **Friday 13th March, 5pm** – Milestone 2 main build + first demo to users/client, UX test (with client/users) report for fixes, UCL Advances demonstration.
- **Wednesday 29th April, 5pm** – Milestone 3 final app with client handover, source and compilation instructions uploaded to moodle, individual 3-page reports, video demo and solution summary HTML page.



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