

Project Evaluation

Documentation 5%
Your documentation follows the format presented in class, it is up to date, complete, and accurate.

Database 5%
Your tables follow the doc, are properly built, the column names are relevant, the data types are correct, the id columns are set to auto increment.

Working App 5%
Your app works as required, it provides the features requested in the mandate, it is built as presented in class, and its interface follows the wireframes.

Wireframes 5%
You included a wireframe for each of the app's screens, and they contain all the required elements of the user interface presented in a custom layout.

Presentation Page 5%
You created a presentation page with links to the app and the doc, and you included a concise and purposeful description of the project.

Submission deadlines

The Presentation page and doc should be online by 5 April.

The Database should be completed and setup in Adminer by 9 April.

Final deadline for part A:
Friday, 23 April

Note that the proposal for part B will be due before the final deadline for part A.

Instructor

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For this project, you will create a simple chat app, like a basic SMS system. It will be quite elementary, but it will have all the required features for people to be able to send and receive messages. Like for the other projects, you must read and analyse the provided mandate (see next page) to determine the features required.
This project, like the others in this class, has five deliverables.

Deliverable 1. Documentation — PDF — 5%

The documentation should follow the template used since the start. Make sure you include all the features and requirements of your app in the doc.

Note that this app will need a slightly more advanced query using an SQL command called UNION which lets you combine the returned rows from two different SELECT queries into a single result set. Feel free to look it up, but I will show this in class.

Deliverable 2. Database – in Adminer – 5%

Once again for this app, you will create the tables in Adminer. Make sure there are no spaces or special characters in the names, and that they match your doc.

Deliverable 3. Working App – on 2022 server – 5%

You will find, as with the other apps, the code base for this project on GitHub. But again, some of the code will need to be provided by you. The parts I do not give you are the ones we have already explored in another project. For those, you need to provide your own code.

Deliverable 4. Wireframes – as part of doc – 5%

You will design and present wireframes of the different screens. This app will have at least three screens. So you must provide a wireframe for each. Remember that wireframes are not meant to convey style. They are used to present the layout, and to showcase the UI elements required on each screen.

For this project, you will develop the style of the user interface as an assignment in your Web 2 class. This will be a joint project between the two courses.

Deliverable 5. Presentation Page – on 2022 server – 5%

And finally, you will create a presentation page for your app. As usual, I ask that you write a short blurb describing your project.

You can complete this project with a colleague.

Don't forget to revise and proofread everything, especially your app's presentation.

Remember to give your app a name that is not "Chat App" or any derivative. Your app's name should include the name of a colour.

IMPORTANT • This project has a Part B which will be described later, and detailed on a separate assignment sheet. For Part B, you will add a custom feature of your choice to your chat app. You will need to write a proposal for your custom feature, so keep that in mind. We will discuss all the details in class. Part B will be due at the end of semester.

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Typefaces

League Spartan by Caroline Hadilaksono, Micah Rich & Tyler Finck

Faustina by Alfonso Garcia of Omnibus-Type

App Development Mandate

Messaging System

The Montréal design agency *Akintola, Amaamatuak, Airaksinen & Associées* (AAA&A) announces a mandate to be fulfilled by a local development team within the next few weeks. The project consists in creating a self-contained, locally hosted *messaging system* that will allow the designers of AAA&A to send and receive messages between themselves, their clients and some external collaborators on certain projects. The system needs to be *simple* and *flexible* enough so we can easily build from it ourselves.

Once identified with their real name and password, each user must be able to send messages to other users, and to read messages sent to them by other users. But they must not have access to messages exchanged between users other than themselves. The system should not display the real names of any user. Users must provide their real name to log in, but they communicate within the system using an alias.

For the sake of clarity, here are listed the minimum expected features of the system. Each user must be able to:

- create a new account providing an alias, a password, and their real name;
- log in and be identified using their real name and password;
- be presented with a list of the aliases of the other registered users;
- select a user from the list, and enter into a conversation with this user;
- view the messages exchanged with the selected user;
- write and send a new message to the selected user.

The app developed in this mandate must be accessible online using a mobile or a desktop computer.

The proposed system must not display the name of the agency nor use its branding.

The scope of the current mandate covers the development of the simplest messaging app possible based on the requirements described above. Any potential other requirement will be defined and developed in another mandate. Developers can ignore the security of the system.