

# Mobile Applications Development 2

Year 3, BSc (ord) in Software Development

**Submission due on April 13<sup>th</sup>, 2018**

## Mobile Applications Project – 60% of module mark

### Create a Universal Windows Project (UWP).

The UWP application should be well designed with a clear purpose in mind. Answer the question “why will the user open this app for a second time?” as part of the design process. What makes your app better than the others available offering the same function?

The application can be a game (UNITY is acceptable with C# scripting) or an interactive information app. What the app does is up to you. You can have a single page app, or one with many pages – that is a choice.

### Requirements:

- Well-designed UI that is fit for purpose and provides a good user experience.
- Uses local/roaming storage for storing data and/or settings that are necessary for or enhance this user experience.
- Demonstrates appropriate use of the sensors/hardware available on UWP capable devices
  - Accelerometer, gyroscope, location services, sound, network service (connect to server for data), camera, multi touch gestures
- The app must be more than a simple information app. It must have interactivity as part of the design.

### Submission:

Your Apps must be **submitted** for certification on the Windows Store as part of your submission. You must send me an email with:

- Your github repository link for the project – with either a readme or a word document explaining the functionality of the app.
- Your publisher name
- The App name and public link on the Windows Store. Make sure this is the public link or you will be penalised.

Be prepared to defend your code.

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### Notes:

1. The cut-off/submission date is when the repository will be cloned. You should maintain a working version of your project here at all times. In this way, you will always have your project submitted on time.
2. Good coding guidelines should be adhered to for this project. This includes UI design, variable naming, comments, use of sub routines & functions and the use of github to manage the development process.
3. If you have submitted to the Windows Store and received a report (good or bad), then this should be included as well.
4. If you already have a Windows Store account, then use that. If not, then set up a new one with a personal email address. Do this now as it can take a little time to get verified and working.
5. You must use Git to manage your development process. You can add me as a collaborator to private repositories – [arkiq@outlook.com](mailto:arkiq@outlook.com)

### Marking Scheme:

- User Interface Design – 10% - is the UI intuitive and well organised?
- User Experience – 15% - is the experience when using the app smooth, intuitive?
- Coding – 45% - covers approach to implementation, coding standards etc
- Data Storage – 10% - using local/roaming storage, file storage, settings, database etc
- Testing & Certification – 10% - as part of the certification process
- Overall impression – 10% - is the app well thought out, fit for purpose, does it achieve the developers goals?