IAB330 Assessment Criteria: Assignment 2 - Mobile App Prototype

(Assessment Item 4)

CRITERION	MARKS	7 85%-100%	6 75%-84%	5 65%-74%	4 50%-64%	Refer / Fail 0%-49%
CRITERION Task 1: Final Prototype Submit the final version of your mobile application (developed using Xamarin). The app should implement one of the two Project options that you designed in Assignment 1 (Mobile App Design). Your source code should compile on the lab programming environment (Android project, Visual Studio 2017 on Windows) and run in the Android	MARKS	· · · · · · · · · · · · · · · · · · ·		_	· ·	•
simulator. If your app needs to install additional packages, please include a list of the required additional resources. Submit the source code in a compressed (zip) file that contains the entire project. Record a presentation demo of your app and include an easily accessible URL link. The link should not require an account or login.	/30	Source code is well structured in a Model/View/ViewModel stucture. (2 marks) Source code is very well documented. (2 marks) Source code is well formatted, easy to read and easy to understand (procedures not too long, not exceeding number of parameters, avoid long statement chains, minimize use of global variables). (2 marks)	read and easy to understand (procedures not too long, not exceeding number of parameters, avoid long statement chains, minimize use of global variables).			

User Interface Include screenshots of the user interface of each page, and explain the functionality of your app. Explain how your app implements each of the required and 'nice-to-have' features listed in the project specification. If you did not manage to complete the implementation, explain how you intended to implement the missing features. Elaborate on the applied UI patterns, and explain your design considerations. Software Architecture Explain the software architecture of your implementation Elaborate on the applied software architectural patterns Explain the implemented functionality of each component and class Testing and Quality Assurance Strategy Explain how you assured the quality of your application Explain your testing methodology Reflection on Learning Elaborate on what you learned during this semester as a team Summarize the faced challenges and difficulties and how your team solved them	/10	User Interface Screenshots of each page with good explanation of the functionality (1 mark) Exceptional explanation how the app implements each feature, or how the implementation was intended (if not finished) (2 marks) Good elaboration on the applied UI patterns and design considerations (1 mark) Software Architecture Good explanation of the software architecture (1 mark) Applied software architectural patterns are well explained (1 mark) Good explanation of the implemented functionality of each component and class (2 marks) Testing and Quality Assurance Strategy Good explanation of the applied testing and quality assurance strategy (1 marks) Reflection on Learning Good elaboration on the learning and summary of challenges and their solutions (1 marks)	User Interface Screenshots of each page with good explanation of the functionality Very good explanation how the app implements each feature, or how the implements each feature, or how the implementation was intended (if not finished) Some elaboration on the applied UI patterns and design considerations Software Architecture Good explanation of the software architecture Good explanation of the implemented functionality of each component and class Testing and Quality Assurance Strategy Good explanation of the applied testing and quality assurance strategy Reflection on Learning Good elaboration on the learning and summary of challenges and their solutions	User Interface Screenshots of each page with good explanation of the functionality Good explanation how the app implements each feature, or how the implementation was intended (if not finished) Software Architecture Good explanation of the software architecture Testing and Quality Assurance Strategy Explanation of the applied testing and quality assurance strategy Reflection on Learning Good elaboration on the learning and summary of challenges and their solutions	User Interface Screenshots of most pages with some explanation of the functionality Explanation how the app implements each feature, or how the implementation was intended (if not finished) Software Architecture Sufficient explanation of the software architecture Testing and Quality Assurance Strategy Sufficient explanation of the applied testing and quality assurance strategy Reflection on Learning Sufficient elaboration on the learning and summary of some challenges and their solutions	User Interface Missing screenshots of pages or missing explanation of the functionality Missing explanation on how the app implements each feature, or how the implementation was intended (if not finished) Software Architecture Insufficient or missing explanation of the software architecture Testing and Quality Assurance Strategy Insufficient or missing explanation of the applied testing and quality assurance strategy Reflection on Learning Missing elaboration on the learning and summary of some challenges and their solutions

TOTAL

/40