FACULTY OF SCIENCE AND ENGINEERING

SEMESTER 2, 2017

IAB330: Mobile App Development

Assignment 2: App Prototype

Due Date: Monday, 30th October 2017, 5pm

Assignment is submitted as a team through Blackboard

Weight: 40%

DECLARATION

You must sign below. By signing this form you agree to the following:

- We declare that all of the work submitted for this assignment is our own original work except for material that is explicitly referenced and for which we have permission, or which is freely available (and also referenced)

The assignment shall be conducted in a team of 4 students, each team member must sign as it is a formal agreement that represents that everyone is contributing to the whole assignment.

Team Member Details		
Student Number	**Student Name**	**Signature**

Task 1: Final Prototype (30 marks)

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).

- **Submit the source code** in a compressed (zip) file that contains the entire project.
  NOTE: Before submitting, run the Visual Studio 'clean' command and delete the packages folder *to reduce the size of the submitted file*.

  Your source code should compile on the lab environment (Android project, Visual Studio 2017 on Windows) and run in the **Android** simulator. If your app needs additional packages, please include a list of the required packages.

- **Record a presentation demo** of your app and upload it or provide an easily accessible URL link with your submission (record a screencast or use your mobile phone).
  NOTE: The link should be *publically accessible and should not require an account or login* (e.g., use Dropbox, CloudStor).

Taks 2: Report (10 marks)

Submit a report that includes elaborations on the following aspects:

- **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 resolved them