SOFT254 (iOS) – Chris Dyson (Group L)

Student Lab Support Ticketing System

• What your working prototype does, and how it works from an end users’ point of view (i.e. how do I make it go?).

• An overview of how your prototype works; what the major classes do (i.e. their methods and member variables), object family trees and anything else which will help us understand how your masterpiece works. This is not intended to be a formal exercise in how to document software (that should be assessed in your other Java modules), but at the same time you must supply us with enough information so that we can find our way around your prototype.

1. A brief statement on what you have done differently on a mobile device to what you would have done on a desktop computer.

2. Which group members contributed what. You should use GitHub and Planner to generate data to support this.

3. What you started with (assuming that you didn’t write all the code from scratch, in which case say so), and what you have added to it. Note the rules of engagement at this point.

4. An evaluation of how well you feel your prototype works, and what you might do differently, knowing what you now know. In your evaluation, don’t hesitate to point out what you are proud of!

5. Any test results – including aspects that fail. Be honest! No code works perfectly. We value honest self-appraisal and awareness.