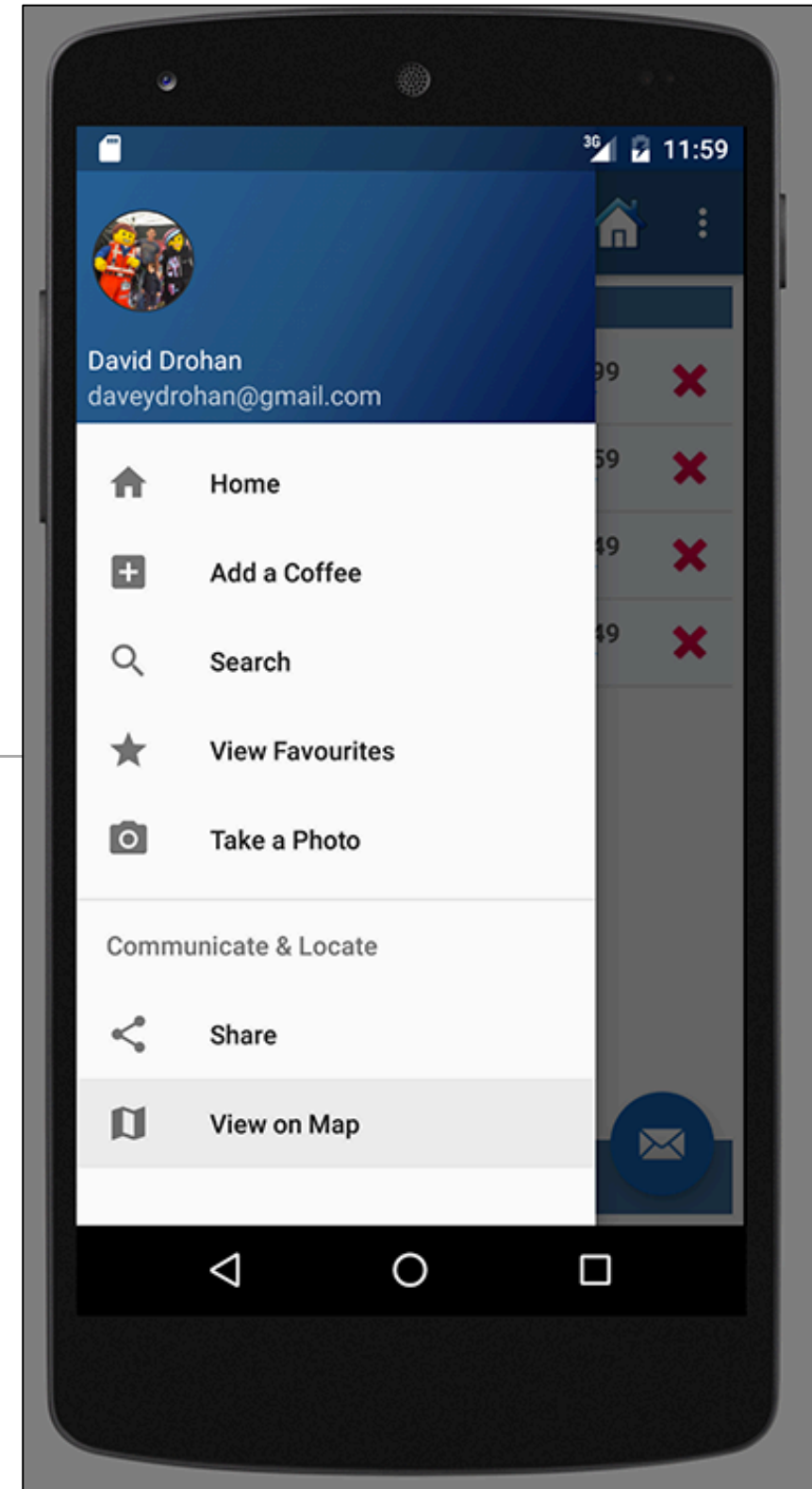


# Assignment

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100% of Overall Grade



# Agenda

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- Specification
- Grading Rubric
- Submission Guidelines
- Presentation



# Agenda

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- Specification
  - Grading Rubric
  - Submission Guidelines
  - Presentation



# Assignment 1

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Work on your own app, exhibiting similar level of complexity/feature density as covered in throughout the Semester.

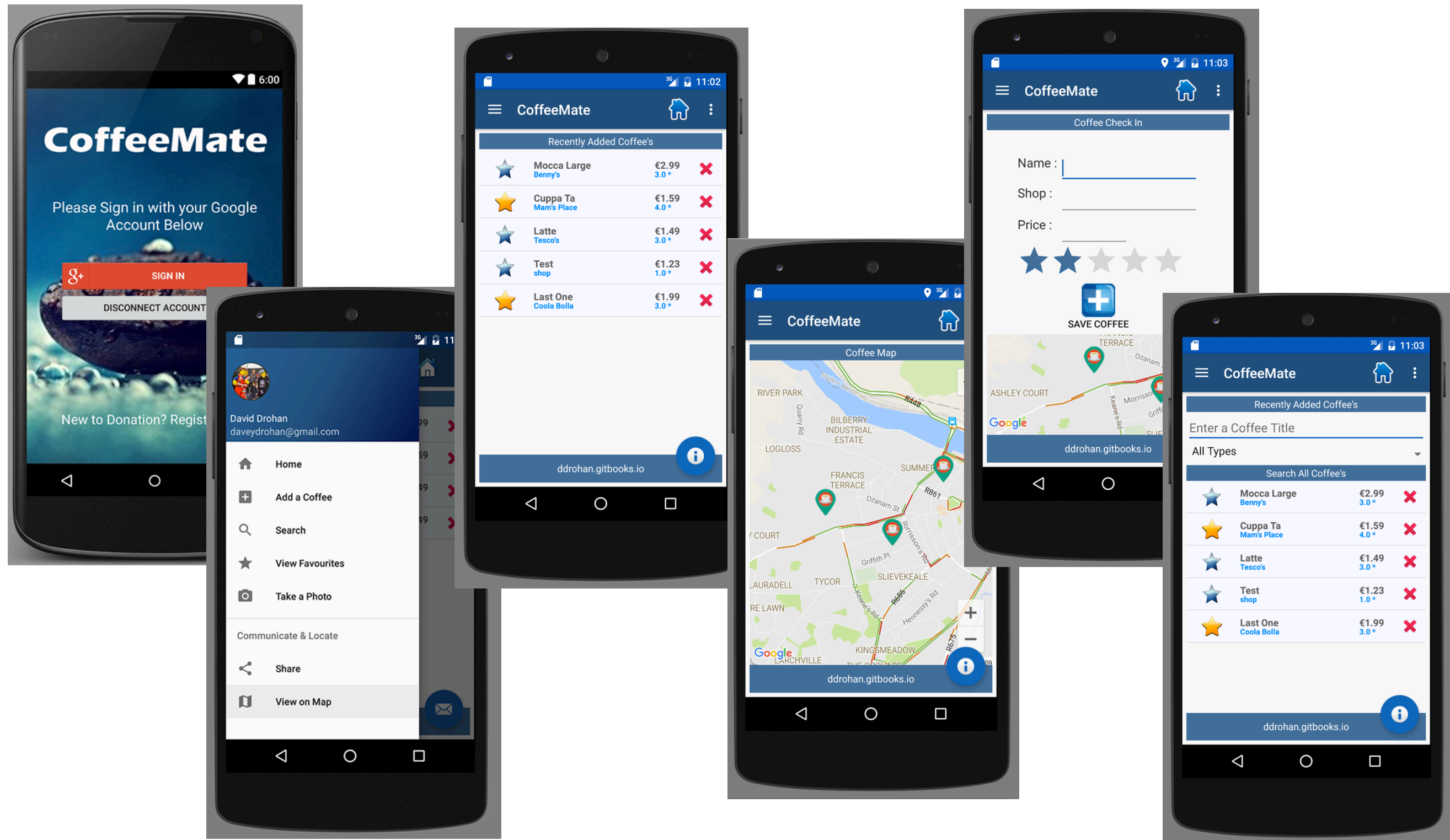


# Sample Features (as covered in Case Study)

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1. Introduce a 'Splash' Screen (via multithreading)
2. Enable User Signup / Registration / Login.
3. The coffees are persisted (in an SQLite database), and will be reloaded when a user logs in.
4. Support viewing individual coffees.
5. Allow a user to delete all coffees from the database.
6. Individual coffee can be updated/deleted/filtered
7. All coffees can be view on a map
8. Current user location stored when coffee added

# Sample Features (as covered in Case Study)



# Agenda

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- ~~Specification~~
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# Assignment Rubric for Assignment 2

Standard	Functionality [50%]	Persistence [20%]	UX [20%]	DX [10%]
Baseline	Assignment 1 Functionality with full CRUD	Persistence for duration of app only.	Conditional App Navigation (via Menus)	Data Validation
Good	Additional Functionality as part	Shared	Use of UI elements to complement UX	Adherence to Android Best
Pass line	of CRUD eg searching/filtering	Preferences	eg NumberPicker Vs EditText	Practices
Very Good	Use of 1 3 <sup>rd</sup> Party API	SQLite	UI Guidelines adhered to	Automated Testing (models)
Excellent/ Outstanding (70%+)	Use of Google APIs	Cloud-based Persistence	Material Design Guidelines adhered to	Repo Usage, git etc.



# Agenda

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- ~~Specification~~
- ~~Grading Rubric~~
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# README file

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Include a DESIGN Document file (max 20 pages):

- Name and Student ID.
- In depth description of all (new and old) functionality, including, if any, 3<sup>rd</sup> party and/or Google APIs used.
- Appropriate UML & Use Case Diagrams
- Persistence approach adopted i.e. what's persisted and where, including database schema.
- Git approach adopted and link to git project / access.
- UX/DX approach adopted.
- References

# Submitting Project Code and APK

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Submit zip of code via Moodle dropbox. This zip should also include:

- the README file and
- an APK of your project.
- full source of your project (excluding temporary build files)

Give read access to your lecturer to your GitHub / BitBucket repos. GitHub and BitBucket ids are:

- ddrohan.

# Agenda

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- ~~Specification~~
- ~~Grading Rubric~~
- ~~Submission Guidelines~~
- Presentation



# Presentation

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You will be allocated a 15 minute slot in the week 12 practical labs to present your project.

- Attended by Tuition team only.
- 15 Minute to include demo + Q&A.

Note: I will be strict on the 15 minute allocation, so please arrive into the room with your Laptop ready to go with your app / code walkthrough.

# Questions?

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