CS2063 Introduction to Mobile Application Development
Project Overview

1 Requirements

In this project you will apply what you learn in this course to develop, from scratch, an Android app. You will work in teams of two (preferably) or three. The requirements for your app are the following:

- It must be a native Android app, built using the Android SDK (i.e., as opposed to the NDK).

- The app must exhibit non-trivial functionality.

- The app must intelligently incorporate substantial functionality particular to mobile devices (e.g., through the use of sensors, location, layouts that adapt to different screen sizes and orientations, touch and gesture input); the functionality of the app must be best realized as a native Android app and not via some other means (e.g., a non-mobile application, a website, web app, hybrid app).

- The app must serve some useful or entertaining purpose. The app might fill a gap in existing app offerings, or it might be an improvement on existing apps.

- The app must adhere to best practices for Android development (e.g., in terms of program design, coding style, concerns such as resource consumption, supporting a wide range of devices).

- The app must have a user interface that adheres to best practices in mobile and Android user interface design.

- The app must have a professional, "polished" appearance.

The requirements for this project are intentionally rather open to not stifle your creativity. The various project deliverables (in particular the proposal and prototype demo) will give students feedback on whether they are on track for meeting these requirements. If you are unsure whether your app idea would meet these requirements, please come to office hours to discuss this with me.

2   Deliverables

The project will consist of several deliverables. (The project is worth 40% of your overall grade, the percentages in parentheses are the weights of the various components.) **All dates listed below are tentative, and will be confirmed throughout the semester.**

Group Sign up 16 Jan: A representative from your group must email Dr Cook with the names of all people in your group.

Proposal (3%) Due 23 Jan: A written proposal for the project

Pitch (1%) 23 Jan: A (short) presentation of the proposal

Status Update 1 (1%) Due 8 Feb: A brief written status update

Prototype Demo (4%) Week of 26 Feb: A presentation of a prototype of your app

Status Update 2 (1%) Due 15 Mar: A second brief written status update

Final App (25%) Due week of 2 April: The final version of the app you develop

Final App Demo (5%) week of 2 April: A demonstration of your app

Further details will be provided on each of these deliverables during the semester.