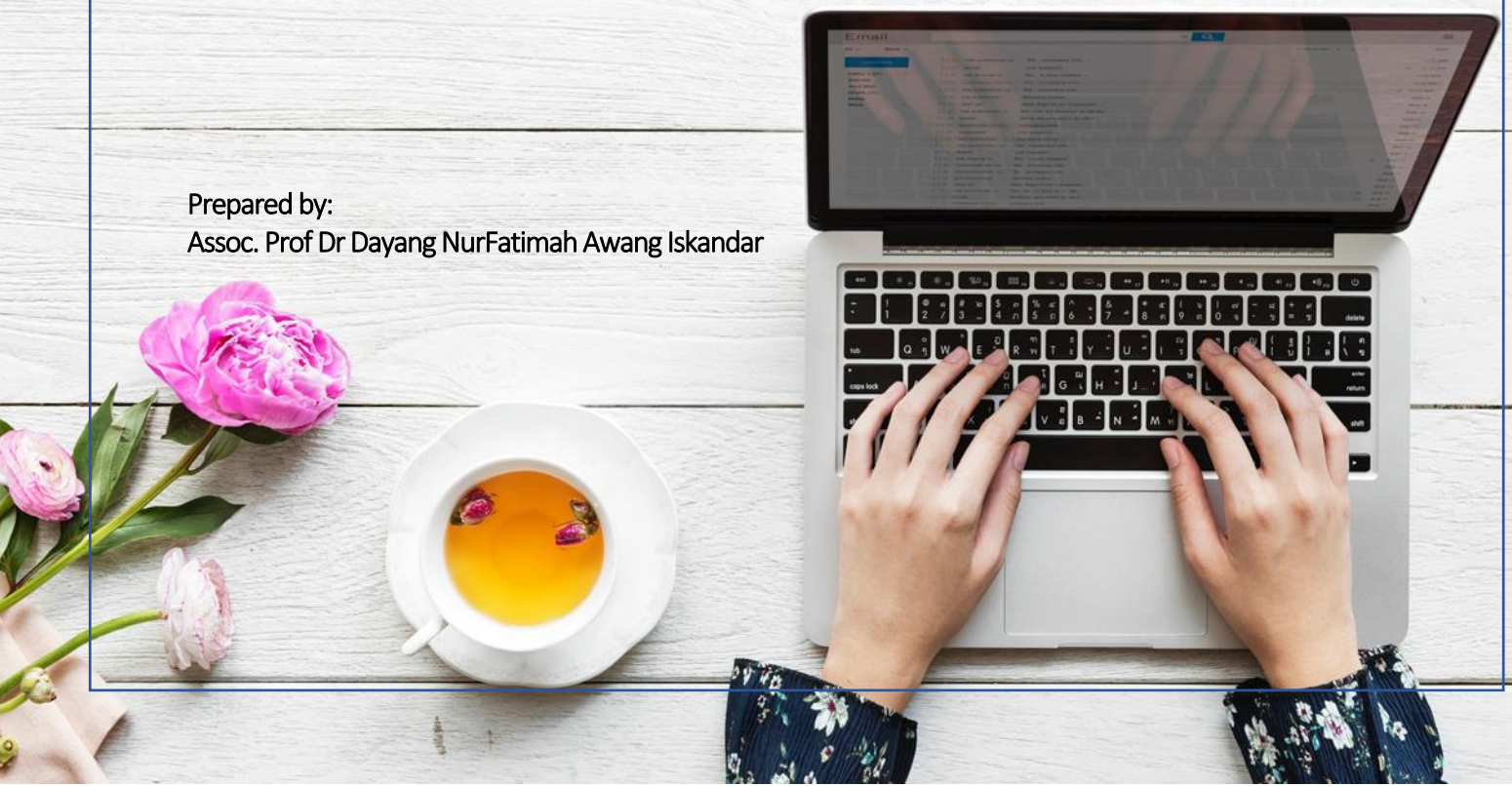# TMT3613 Interactive MM Lab
Sem 1 2019/2020

CONTINOUS ASSESSMENTS
(ASSIGNMENT & PROJECT)

Prepared by:
Assoc. Prof Dr Dayang NurFatimah Awang Iskandar

CONTENTS

INTRODUCTION

As part of this course assessment, students are required to develop a prototype application that includes multimedia elements such as text, audio, animation, image and video. Preferably, the product should be developed using the latest technology and medium of interaction. Therefore, students are expected to explore their creativity in developing a useful application.

This continuous assessment is **must be complete in a group of three students (maximum)**. It is divided into three parts, which addresses all the CLOs stated in the Table 1. The details of the parts are as follows:

PART 1: Mobile Apps Ideation, Conceptualize, Design

Submission Due Date:	:	**FRIDAY, 15/11/2019 by 12noon**
Assessment Mark	:	15%
Submission Medium	:	1. **Softcopy** via eLEAP.
		2. **Hardcopy** UNIMAS official Assignment submission form with signature.
Where to submit	:	F28 @ CUBE

PART 2: Initial Mobile Apps Prototype

Submission Due Date:	:	**FRIDAY, 22/11/2019 by 12noon**
Assessment Mark	:	15%
Submission Medium	:	1. **Softcopy** via eLEAP.
		2. **Hardcopy** UNIMAS official Assignment submission form with signature.
Where to submit	:	F28 @ CUBE

PART 3: Complete Mobile Apps, Testing and Deployment

Submission Due Date:	:	**THURSDAY, 12/12/2019 by 12noon**
Assessment Mark	:	40%
Submission Medium	:	1. **Softcopy via eLEAP.**
		2. **Hardcopy** UNIMAS official Assignment submission form with signature.
Where to submit	:	F28 @ CUBE

Table 1: TMT 3613 Course Learning Outcomes

CLO	Statements
CLO1	Define, describe, recognise, select, relate, compare the various systems developments methodology. [C4]
CLO2	Choose, apply, analyse and construct solutions for a real world software product. [P4]
CLO3	Develop a fully functional real world software product in a team. [A3]
CLO4	Compare, critique, defend and evaluate the outcome of the developed software product. [C4]

DESCRIPTION OF THE EXPECTED PRODUCT

At the end of the semester, the proposed product should be **an Apps that is executable from a mobile device** (smart phone and tablets). The product should have the following features:

(i) Display Picture/s
(ii) Have at least two activities
(iii) Have a good user interface (UI) and experience (UX) design
(iv) Connect to an online database of any type
(v) Apps should support two type of users: seller and customer
(vi) Able to upload/capture an image (user and product)
(vii) Input product details and stock availability (apps should be able to store minimum of 3 products, but no maximum limitation)
(viii) Update available stock by seller and upon purchase by customer
(ix) Submit an order for a product
(x) Display status of the product request
(xi) Email order confirmation and invoice

A penalty will be applied if:
- student caught copying, 0 mark is given to the person who is copying and being copied from; and
- there is a delay in submitting the assignment (minus 2 marks per day).

DELIVERABLES AND SUBMISSION GUIDELINE

PART 1: Mobile Apps Ideation, Conceptualize, Design

Introspection helps derive more concrete solutions. Hence, it is always recommended to ask the correct questions before starting out something important.

- What is the aim of your mobile app?
- Will your customer open the app at least once in a day?
- What are those features that will make the app stand out amongst competition?
- Android, iOS or both?
- Will the app also support offline mode?

For this part you are required to produce a description (the ideation and conceptualization) of the mobile apps that you would like to develop based on the guideline available at:
https://www.hokuapps.com/blogs/steps-to-write-mobile-application-requirements-document/.

The deliverable for **Part 1** is a **"Mobile Application Requirement Document"** (between 7-10 pages) presented using your own creativity. Take note that you need to choose the preferred format for the mobile application requirements document. The content of the **Mobile Application Requirement Document** are as below:

1) Group Members Description
   - each group member's role
   - each group member's tasks (specify the mobile function that s/he is responsible, every group member must be assigned a coding task)
2) Idea Description
3) Existing Applications – review two mobile apps
4) Priority Features (of your apps)
5) Proposed Mobile Apps Design

<u>**PART 2: Initial Mobile Apps Prototype**</u>

For Part 2, you are required to develop the initial mobile apps based on the design stated in the ***"Mobile Application Requirement Document". The main functionalities that must be working is the user login and new user registration*** (take note that the mobile app have two types of user). You can also link dummy activities for product input and ordering.

The deliverables for **Part 2** are:
i)   Demonstration of a working mobile app on a device with fully functional user login and new registration
ii)   A report – a technical document describing the functionalities

<u>**PART 3: Complete Mobile Apps, Testing and Deployment**</u>

Part 3 is the development of a fully functional mobile app that includes all of the functions required in page 6.

Extra mark will be given if the mobile app is a able to push real time notification when:
- **a new product is available; and**
- **existing product stock became available.**

The deliverables for **Part 3** are:
i)   Demonstration of a working mobile apps
ii)   A report
          – a technical document describing the functionalities
          – mobile app test case studies and plan for deployment
iii)   A4 Infographic