Mobile App Development Project

This will be an individual project that you will complete. You will have 9 weeks (about 2 months) to complete the application.

1. Your first task is to create the name of a fictitious company that you will be building an app for.

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1. What is the name of the company and what is the main purpose of the app?

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1. What tools would you be able to include within this app?

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| **Timeline** |
| * You will have 8 weeks (about 2 months) to complete this app. * This project will be due in week 14 lab at the beginning of class. * The presentation will be due in the week 14 lecture at the beginning of class * You will be presenting week 15 * I will periodically give you class time to work on this project. You will also need to utilize the classroom to complete this project. * This project is weighted 25% of your overall mark in this course and is a substitution for a final exam |

**Overall Project Criteria**

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| **Must have a comprehensive GUI (Graphical User Interface)** |
| * Must have a functional and professional looking launcher icon * Must utilize intents & navigation component * Must have a settings menu that utilizes a preferences file and allows the user to change settings about the app   + Must be a meaningful menu settings menu (min 3 items)   + Dark theme option will not be permitted * These menu items must seem deeply integrated with the app. * Must contain at least 1 List View   + Must be a meaningful implementation * Must contain at least 1 Recycler View   + Must be a meaningful implementation * Must contain at least 1 ViewPager2   + Must be a meaningful implementation * All strings must be properly externalized into the strings.xml * All dimensions must be properly externalized * All colors must be properly externalized * Must contain meaningful and professional animations * You should be making use of:   + config\_shortAnimTime   + config\_mediumAnimTime   + config\_longAnimTime * The app must use the Navigation/Drawer layout (Subject to change) * Must contain images/visual aids * Must consist of fragments (destinations) wherever possible (try to minimize the use of activities) * Must consist of a credits page (accessed from the menu)   + The credits page must contain references for any images/other resources you borrowed and did not create   + Credits is not one of the 3 menu options * Images must one of the following:   + Creative commons   + Public domain   + Created by you * The app must be tested and functional on both mobile and tablet platforms * The app must use runtime permissions for dangerous permissions * Must have a target API (Application Programming Interface) level of 23 |

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| **Common Intents** |
| * Must have an email, map, phone, web intents   + Do not copy what was done in class   + Find meaningful implementations of these intents. * Must have social media intent (subject to change) * Must also contain two other intents   + Must have a meaningful purpose |

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| **Code and Quality:** |
| * Please note you will be graded on the quality of the code you produce. |

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| **Custom Tool** |
| * The app needs to have a hook as to why the user would want to download an information app * The hook is going to be a custom tool that you will provide * The custom tool should be useful to the user and is a reason alone to download the app * The custom tool needs to be meaningful and related to the app. * The tool also needs to be functional.   + I do not want to see an app that has a book an appointment tool that just adds a calendar event to the user's calendar. * This is not functional and will not actually create anything for the user of the app. * The tool needs to be approved by me |

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| **Application polish:** |
| * The application should be error free * The application should be free of spelling errors. * Consistent color theme * Consistent looking assets * Proper naming of the application * Complete descriptions and content |

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| **Version Control** |
| **README:**  The README is the entry point to any project and will be the face of what any of your prospective employers/colleagues see. You will be expected to build and maintain a README that contains the following:   * Project Title * Project Description * Getting started guide * Prerequisites * Screen shots and Animated GIF’s * Database schema’s * Compatibility Chart, Authors, License, Acknowledgments   **Milestones & Issues:**   * Must utilize GitHub Milestones with real deadlines   + You will be held accountable to these deadlines that you set * Must utilize GitHub Issue Tracking   + All issues, if possible, should be linked to a milestone   + All issues should have individuals assigned to them   + Issues should be as detailed as possible.   + Must utilize #issuenumber when performing commits * Failure to maintain detailed issues and milestones will result in loss of marks * Must use proper issue labels   **Git Commits:**   * Must utilize proper Git commit form * Must utilize proper Git commit format * Must utilize proper commit Frequency   **Additional Requirements:**   * Must utilize .gitignore * Your GitHub repo must be **private** (if needed, ask me for help) * You must invite me as a collaborator on your project (cfiliault) |

**Helpful Resources**

* <https://pixabay.com/>
* A website that offers some open-source images
* <https://www.flickr.com/>
* A website that offers many images with varying restrictions. Open-source images can be found.
* <https://search.creativecommons.org/>
* A website that can be used to find items that could be in the creative commons.

**\*\*Note the due dates and percentages mentioned may be changed and broken down into more deliverables with different due dates. I will let you know weekly about the deliverables that I am expecting. \*\***

**Project Mark Breakdown:**

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| **Deliverable** | **Weight** | **Due Date** |
| Project Proposal | 2% | October 4th, 2022 |
| Milestones | 2% | October 7th, 2022 |
| Issues | 2% | October 7th, 2022 |
| Journals | 5% | Weekly on blackboard |
| Final Presentation | 4% | December 12th-16th 2022 |
| Final Code | 8% | December 5th, 2022 |
| Project README | 2% | December 6th, 2022 |
| **Toal** | **25%** |  |

**Example Ideas:**

I have chosen to build a company named **GNB Accounting**. The company is an accounting business.

1. This company wants an app that will provide information about the company
2. The app may include a list of useful tips that a customer could use to better manage finances.
3. The app may also include a step-by-step tutorial on the things they need to make sure to bring in when doing year-end taxes
4. The app may contain a link to the company's Facebook page
5. The app may also **contain a tool** that can perform quick tax back estimates
6. The app may also email the company with details related to the claim
7. The app may contain a list of FAQs
8. The app may have a settings menu that:
   1. Allows the user to adjust the amount of tips/FAQ's that get displayed to the screen
   2. Change the font size of the app
   3. Change the color theme of the app
   4. Allows the user to provide some account info (Name, Income, etc.)

I have chosen to build a company named **World Famous PB & Jays.** The company is a restaurant

1. This company wants an app that will provide information about the company.
2. The app may include a list of useful tips that a customer could use in the kitchen
3. The app may also include a step-by-step tutorial on how to make one of the featured dishes at home (viewpager2 tutorial)
4. The app may contain a link to the company's Facebook page and website
5. The app may also email the company with any questions
6. The app may have a custom reservation tool
7. The app may also have a custom tip tool
8. The app may contain a list of FAQs
9. The app may also contain a map of where they are located