SIT305

Distinction Task 10.1:
Food Rescue APP

TR1 2021

SIT305 – Mobile application Development Food Rescue APP

Overview

This assessment task intends to provide you with experience in using *all concepts that you have learnt so far* in Android mobile app programming. You are given the requirements of a food rescue *mobile app to fight food waste*. Your task is to build an android app that can capture all the requirements conveyed in that description.

You will find "Topic Videos and Practical Demo Videos" of Week 1-10 on the unit site to be particularly useful as a reference for this task. Please also keep an eye on your email and any announcements that may be made on Cloud Deakin or Teams.

Submission Details

You must ensure that all your project files used for this task sit in a directory called "Task 10.1D". All files required to be uploaded and a link to the "Task 10.1D" directory must be submitted to OnTrack. Please make sure that I and your marking tutor have access to the folder. A link to the demo video of your app is running must be submitted by using the task submission page to OnTrack. You could submit your GitHub link. You must also submit your MainActivity java/kotlin file to Ontrack. It would be great if you could submit the screenshot of the main app screen. This is an **individual** assignment, and you should submit **by 8pm AEST, Friday, 4 June 2021, (Week 12).**

Objectives

• To apply what you have learnt in the Android Programming into a real-world mobile application.
• To provide you with a reference mobile application for your future projects.
• While this is a Distinction task, you need to demonstrate distinction level outcomes which is beyond what you have learnt in the class. Achieving this will mean that you are eligible for a High Distinction result.

Food Rescue App

We are adding a payment feature to your existing food rescue app that you have developed in Task 6.1D. The payment feature needs to be added based on the following mobile app interface wireframes.
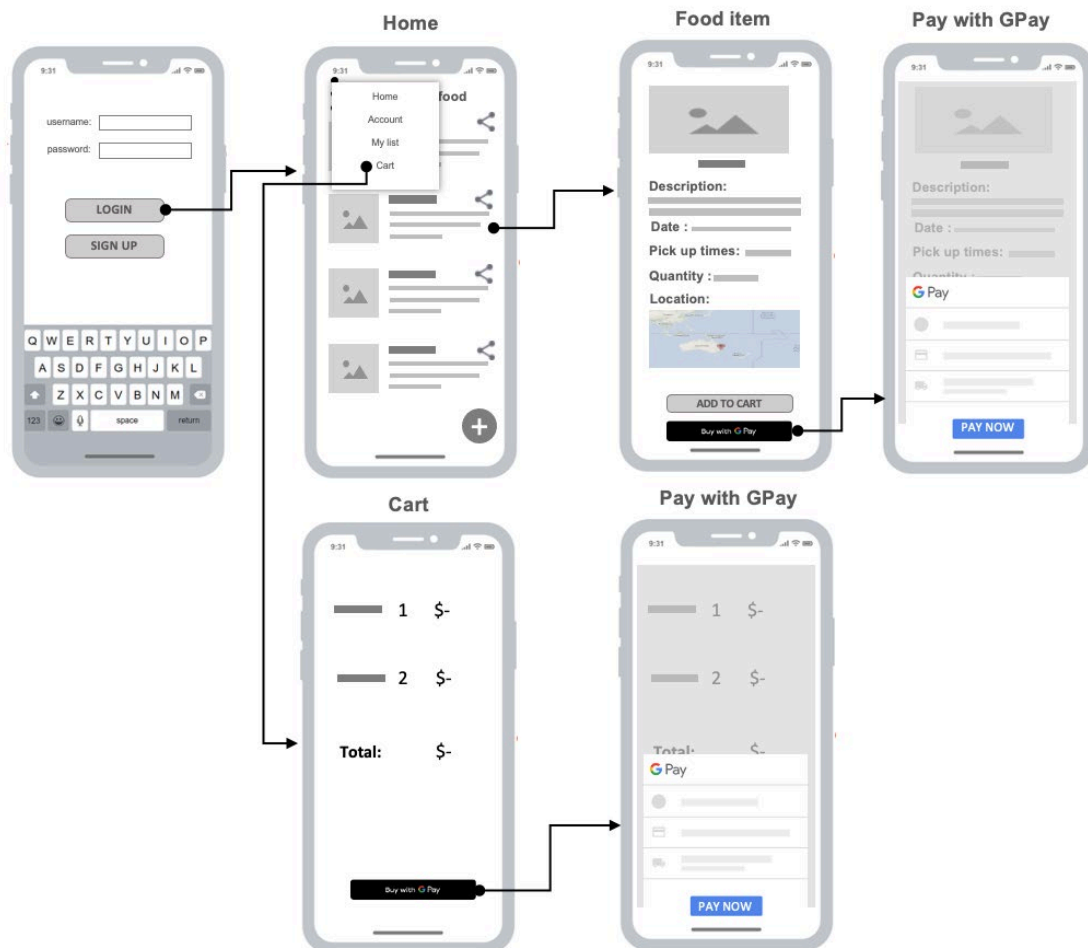
When a user clicks on a food item in the list, the app will be directed to the food item screen. The user can buy a food item by simply click on "*buy with GPay*" or they can add it to the cart and pay later. You could choose any payment API like Google Pay API, Stripe, and PayPal. It is not limited to Google Pay.