Student (or group) Name:

App Name:

**Final Demo Presentation: (25 marks)**

|  |  |
| --- | --- |
| Poster  - Printed in colour, descriptive of the project  - Catchy app slogan, logo, and good use of screenshots | / 5 |
| Video preview  - Clear demonstration the features of the mobile app with real scenarios (data or environment) to the audience. Appropriate background music and speech. Great example would be Apple’s ads for apps. | / 10 |
| Demo Presentation  - professional conduct  - participate in the final showcase demo event  - able to show a working demo to the guests | /10 |
| Distribution | /5 |

**Functionality: (30 marks)**

|  |  |
| --- | --- |
| Perform functionality proposed | / 9 (3 each) |
| Perform function accurately | / 6 |
| Display info correctly | / 6 |
| High-level design, easy to manage in future | / 3 |
| Simple and clear for each functionalities. For example: Add  function only adds information, not deleting or moving. | / 6 |

**Performance: (20 marks)**

|  |  |
| --- | --- |
| No crashes | / 5 |
| No delay between screens. | / 5 |
| Following lazy loading technique (load as you see, load as you  go). | / 5 |
| Fast loading on app launch. | / 5 |

**Usability: (20 marks)**

|  |  |
| --- | --- |
| Easy to navigate main functionality | / 4 |
| Clean and simple look and feel | / 4 |
| Consistent colour and layout across all screens. | / 4 |
| Design for retina display | / 4 |
| Adopt and follow iOS Human Interface Guideline (HIG). | / 4 |

**Innovative features: (up to 5 bonus marks)**

|  |  |
| --- | --- |
| Excellent app icon and graphics design | / 2 |
| App Setting | / 2 |
| Twitter | / 2 |
| Facebook | / 2 |
| Game Center | / 3 |
| Open Feint | / 3 |
| Push notification / Local notification | / 5 |
| Background processing | / 5 |

Marker’s Comments: