

# CSC 2002S: Mobile Design & Development Tutorial

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## Introduction

There are two main phases to this tutorial as described below. These are:

- Implement a simple image viewer in Android
- Design and implement an improved player interface

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## Phase 1

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Due 13/8/2011

Marks - 30% of total

You need to implement a basic image viewer in Android. There should be four buttons:

- Start slideshow
- Next image
- Previous image
- Stop

And one text box showing the title of the current image.

This phase will be marked on how well you follow Android conventions and make use of the facilities provided in the Android SDK. You will not gain extra marks for advanced functionality. This phase will be assessed on the code alone.

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## Phase 2

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Due 27/8/2011

Marks - 70% of total

You need to design and implement a more advanced player. You should start by listing  $\pm 6$  extra features the system, explaining why you think those features are useful on a mobile device (do not just give personal opinion - think about the social issues discussed in lectures).

Next, you need to design how the interface for this functionality will appear. To that end you need to create a paper prototype and annotate it with a rationale for your design; explain why your design looks the way it does with reference to the design ideas in the lecture (simply stating that you think your design looks nice does not constitute an acceptable rationale). The more (relevant) information you can give about why the interface looks the way it does, the more marks you will receive.

Finally, create the widget layout for your player using the Eclipse XML tool. You do not need to provide full functionality; just the design layout.

For this phase, you will need to submit a written document approximately six pages long. It will contain

- a list of features with an explanation for their inclusion
- an initial design with an annotation of each design feature and an explanation of why it was designed to look that way (it may be easiest to have a diagram with numbered elements and refer to those numbers in the text)
- screen shots of the final version as implemented in XML.