**V595**

**Team Assignment**

The focus of this assignment is to think about a mobile web application from both a design and development perspective. You will also be required to demonstrate your ability to apply what we’ve learned in this class including third-party APIs.

**Requirements:**

* Your application should have the look and feel of a native app. A good example of a nice clean look and feel is Openable. Design must include:
  + Site level navigations
  + Mobile optimized user input form, or user interactions
  + Consistent color theme
  + Consistent typefaces
  + Mobile optimized image (file size, resolution and size/dimensions)
* Your application should be mobile friendly, and also responsive to larger screens such as pads and PC monitors.
* We do not expect you to actually store any “data” in a database, but local storage is required to save user data per browsing session.
* You will also need to use the Google maps and places search API **or** other third party API. Examples of third party API’s that you may want to use could include: weather API, social media APIs etc.
* Your application should implement at least 1 jQM widget and 1 jQM Form widget.
* Single Page Application design is not required but highly recommended.
* All user input fields should have corresponding validations.
* Site level cascading style sheet and JavaScript should be placed in its own corresponding files rather than inside html file.
* All images should be mobile friendly.

It is ok to replicate a website that already exists and to pare it down.

**Deliverables** (1 submission per team via Canvas)

1. Submit a one-pager (more or less is ok) that describes the scope of your project, the features incorporated in your application and the third-party APIs you used
2. URL to a site that has been deployed on one of IU’s web servers
3. A zip file containing all the files that you used in the deployment.