This document describes the **teamwork assignment** for Telerik Academy students in the **Windows 8 Store Apps with HTML, CSS and JavaScript** course.

# Project Description

Design, implement and upload to the Windows Store a **Windows 8 Store app**, using **HTML**, **CSS**, **JavaScript** and the **Windows Library for JavaScript** (WinJS). The application should be **touch-friendly** and should provide actual functionality which users can take advantage of. That is, the **application must be of value to the end** **user** of a desktop, laptop or tablet, enabling them to consume/produce real content. DO NOT make an application for imaginary or unrealistic tasks (unless you are creating a game).

## Requirements

These are the requirements for your Windows Store App. The requirements should guide you towards utilizing the most out of functionality available to Windows Store Apps, as well as following the best practices in developing apps.

* **UI fitting into the UI model and following the** [**Modern Design concepts**](http://msdn.microsoft.com/en-us/library/windows/apps/hh781237.aspx) – up to **13 points** total
  + Aligning to the [grid](http://msdn.microsoft.com/en-us/library/windows/apps/hh872191.aspx) – 3 points
  + General UI alignment – 2 points
  + Appropriate use of colors – 2 points
  + Appropriate use of [typography](http://msdn.microsoft.com/en-us/library/windows/apps/hh700394.aspx) – 2 points
  + Content first, minimum chrome – 3 points
  + Optimize for screen space, including snapped mode – 2 points
* **Using application storage and resources** – up to **9 points** total
  + Correctly storing user settings – 3 points
  + Correctly storing app files and caching data – 2 points
  + Correctly storing data appropriate for synchronization – 2 points
  + Correctly using application resource files – 2 points
* **Using file system access APIs** – up to **9 points** total
  + Saving files correctly and purposefully – 3 points
  + Opening files correctly and purposefully – 2 points
  + Appropriate file picker customizations (start location, file types, etc.) – 2 points
  + Access, efficient and purposeful use of Known Folders – 2 points
* **Adapting to application lifecycle** – up to **8 points** total
  + Saving and restoring session state – 3 points
  + Saving user data efficiently – 4 points
  + Appropriately responding to resuming – 1 point
* **Implementing contracts** – up to **10 points** total
  + Correct, purposeful implementation of Search – 3 points
  + Correct, purposeful implementation of Share – 3 points
  + Correct, purposeful implementation of Settings – 2 points
  + Correct, purposeful implementation of File picker contract – 2 points
* **Working with devices** – up to **4 points** total
  + Purposefully controlling a device through the app – 4 points
* **Accessing remote data** – up to **4 points** total
  + Purposefully consuming services or other remote content – 4 points
* **MVVM** and **Quality code** – up to **9 points** total
  + Separation of UI and business logic – 3 points
  + Well-structured, reusable views, models and view-models – 3 points
  + Well-structured namespaces, object hierarchies and modules – 3 points
* **Security** – up to **4 points**
  + Correct storage of sensitive user data – 2 points
  + Careful usage of bound functions – 1 point
  + Secure communication with remote resources – 1 points
* **Error handling** – up to **8 points**
  + Handling access denials, network issues, etc. and keeping app alive – 4 points
  + Providing user with user-friendly notifications of errors – 4 points
* **Application value** – up to **9 points**
  + The application allows users to produce meaningful content – 3 points
  + The application gives users a means to easily consume content – 4 points
  + The application has unique and original features compared to others – 2 points
* **Bonus** – up to **13 points**
  + Purposeful use of Push notifications – 3 points
  + Implementing a live tile for the app – 3 points
  + Implementing badges for the app tile – 2 points
  + Appropriate secondary app tiles – 2 points
  + Purposeful use of well-designed toast notifications – 3 points

The **maximum score** for the teamwork assignment is **100 points** (including the 13 bonus points).

## Additional Requirements

The project must be written in HTML, CSS and JavaScript, using the Windows library for JavaScript. You are allowed to use external JavaScript libraries if you wish.

The final application must be submitted to the Windows Store on the day of the defense. You will receive your final result whenever the Windows Store approves your application and it becomes downloadable.

You will probably have to fix and resubmit the app a few times, as in most cases the first submits to the Store get feedback on what needs to be improved for the app to be eligible for download.

During development, you application's code must be available in a public source control repository (e.g. GitHub, Google Code, etc.) of your choice. Use a source control system to work on the project with your teammate.

## Optional Requirements

You can implement server logic (APIs) to consume with your application or use the Windows Azure cloud services.

## Deliverables

Put the following in a **ZIP archive** and submit it (each team member submits the same file):

* The complete **source code**.
* The app package
* Brief **documentation** of your project (1-2 pages). It should provide the following information (in brief):
  + Team name and list of team members
  + Project purpose – what problem do you solve?
  + A few screenshots of your app
  + Any other information (optionally)

## Public Project Defense

Each team will have to deliver a **public defense** of its work to the trainers. You will have **only 8 minutes** for the following:

* **Demonstrate** the application and its code (very shortly).
* Show the **commits logs** from the source control system to confirm that each team member has contributed.

Please be **strict in timing**! Be **well prepared** for presenting maximum of your work for minimum time. Bring your own laptop. Open the project assets beforehand to save time. You have **8 minutes**, no more.

## Give Feedback about Your Teammates

You will be invited to **provide feedback** about all your teammates, their attitude to this project, their technical skills, their team working skills, their contribution to the project, etc. The feedback is important part of the project evaluation so **take it seriously** and be honest.