This document describes the **course project assignment** for Telerik Academy students in the **Windows 8 Store Apps with C# and XAML** course.

# Project Description

Design, implement and upload to the Windows Store a **Windows 8 Store app**, using **C# and XAML**. 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 **11 points** total
  + Aligning to the [grid](http://msdn.microsoft.com/en-us/library/windows/apps/hh872191.aspx) – 2 points
  + General UI alignment – 1 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 – 2 points
  + Optimize for screen space, including snapped mode – 2 points
* **Using application storage and resources** – up to **6 points** total
  + Correctly storing user settings – 2 points
  + Correctly storing app files and caching data – 2 points
  + Correctly storing data appropriate for synchronization – 1 points
  + Correctly using application resource files – 1 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 **14 points** total
  + Correct, purposeful implementation of Search – 4 points
  + Correct, purposeful implementation of Share – 4 points
  + Correct, purposeful implementation of Settings – 2 points
  + Correct, purposeful implementation of File picker contract – 4 points
* **Working with devices** – up to **10 points** total
  + Purposefully using a microphone/camera/printer/other media device through the app – 5 points
  + Purposefully using a Gyroscope, Accelerometer or GPS through the app – 5 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 – 2 points
  + Well-structured, reusable views, models and view-models – 3 points
  + Well-structured namespaces, class hierarchies and interfaces – 3 points
* **Error handling** – up to **6 points**
  + Handling access denials, network issues, etc. and keeping app alive – 3 points
  + Providing user with user-friendly notifications of errors – 3 points
* **Application value** – up to **10 points**
  + The application allows users to easily 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 – 3 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 C# and XAML for Windows 8. You are allowed to use any external libraries if you wish.

The final application must be submitted and listed in the Windows Store 1 month after the end of the course. You will receive your final result 1 month after the end of the course

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.

## 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
* A link to a public video in YouTube, briefly demonstrating your application
  + The video should show (or at least mention) all important functionality in your app
  + The video should concentrate on showing the user point of view, NOT describe implementation details. That is, the video is your "advertisement" of the app
  + The video should be no longer than 2 minutes

## Project Evaluation

Each **submitted project** will be **evaluated by the trainers**. The trainers will first **watch the video** you submitted and then **review the functionality and code of the app**. Evaluation will strictly follow the above requirements.

This means that the project you submit must **build and execute correctly on machines other than your own**.