

City University of Hong Kong
CS4298 iOS Application Development
Group Project 1 Outline

*It is a group project. You should form a group of at most FOUR students (you may form a group of FIVE if you have a very strong reason).

Project Aim:

You are required to design and develop an iPhone Application (App) to explain, promote, or educate people to understand what EC-Calendar system is, so that people can realize the benefits of it. EC-Calendar is a perennial calendar system that is much Easier than and Compatible with the current Gregorian calendar system.

EC-Calendar has two editions. The 229 edition maintains the leap day on Feb 29 and it is 100% compatible with the current calendar system. The 331 edition picks March 31 as the leap day and it is 93.75% compatible with the current calendar system. You may pick either edition that you like or include the explanation and promotion of both editions.

To complete the group project, you have to accomplish the following three tasks:

Task 1: App implementation (70 marks)

In this task, your group needs to make a workable app or at least a *Minimum Viable Product* (aka MVP). MVP is a real app with *just enough features* to satisfy early customers, and to provide feedback for future product development. In task 2 (documentation), you may need to define what functions to be contained in the MVP. There are some requirements of your app:

Basic requirements (40 marks):

- Functionalities
 - Completeness of the whole business model mentioned in task 2
- User Interface Design
 - Usable user interface

Advanced requirements (30 marks):

Marks will be given if **one or more** of the following advanced features are implemented. These requirements may involve the techniques that you have learned in other courses:

- Functionalities
 - Additional features that supports the proposed business model (more than a MVP)
- User Interface Design
 - Nice app icon, color theme, and layout
 - Accessible user interface
- Use of sensors
 - Use more than one kind of sensors
- Internationalization and Localization
 - Multiple languages and proper translation of text in different languages

- An iOS app written in Swift language using Xcode as IDE. You should zip the code, and include it in the deliverable package.

Task 1 Rubric:

Grade range	Basic requirement	Advanced requirement
A-, A, A+	Completed all the tasks, with excellent outputs.	Implemented >1 advanced requirements and it is functionable excellently.
B-, B, B+	Completed all the tasks, with good outputs.	Implemented >1 advanced requirements but not all are functionable. At least one is functionable in good way.
C-, C, C+	Completed most of the tasks, with fair outputs.	Implemented one advanced requirement and it is functionable.
D	Completed part of the tasks, and the overall app is marginally acceptable.	Implemented something related to advanced requirement, however it is just partly functionable.
F	Fail to implement any function of the proposed app. Or the app is not runnable or cannot be compiled.	Did not implement any advanced requirement.

Task 2: Documentation (15 marks)

In the documentation, you need introduce the idea of your app in a systematic way. You may consider the following content in your document:

- Task 2 deliverables:
 - A Word file contains (1) the introduction of your proposed idea (with < 400 words), (2) screen captures of your app, and (3) the lesson learnt from this group project (individual reflection).

Task 2 Rubric:

Grade range	Documentation
A-, A, A+	Demonstrated a completed Business Model; all the mentioned functions are highly relevant to the proposed pain points to be solved.
B-, B, B+	Demonstrated a completed Business Model; the mentioned functions are quite relevant to the proposed pain points to be solved.
C-, C, C+	The Business Model is incomplete; the mentioned functions are no so related to the proposed pain points to be solved.
D	Poor writing; fail to show any pain point or business model. The descriptions of the functions are weak or incomplete.
F	Fail to write a proper documentation; or totally irrelevant to the outline

Task 3: Product Presentation & Product Demonstration (15 marks)

A product presentation is usually a 10-20 slide presentation designed to give a short summary of product. It should be short, precise, eye catching and into the point. **It would be great if you could show short videos of the app walkthrough and the usage of the app.**

- Each group should give a 10 minutes presentation.
- Each member should evenly involve in the presentation and demonstration.
- The member who NO SHOW will receive 0 mark in this task.
- Presentation schedule
 - Date: 25 March 2019 (Week 10)
 - Time: 7:00 pm
 - Venue: LT-12
- Task 3 deliverables:
 - Your presentation PPT and related videos

**Note: In this group project, since you are not representing a real company, so you may skip company related information. Please go directly to the pain point and introducing your application.*

Task 3 Rubric:

Grade range	Product Presentation
A-, A, A+	Excellent demonstration and impressive talk. Excellent use of multimedia to express your idea. Perfect presentation skills.
B-, B, B+	Good demonstration and talk. Good use of multimedia to express your idea. Good presentation skills.
C-, C, C+	Acceptable talk and fair demonstration. Normal presentation skills. Proper use of visual aids to show your idea
D	Marginal acceptable talk and demonstration; poor presentation skills.
F	Poor presentation with irrelevant information; or NO SHOW

Submission guideline:

- Zip the **Source Code** (Task 1), **Documentation** (Task 2), and **Pitching PPT** (Task 3), and then upload to <https://canvas.cityu.edu.hk>
- Each group is only allowed to submit ONCE. The group leader should be responsible for the submission.
- The deadline of submission is **25 March 2019 (Monday)**.