

FINAL PROJECT SPEC

Last updated: Monday, April 11, 2016

GOAL

The goal of the project is to design, develop, and implement a Mobile Web Application.

You can work alone if you wish, but it is strongly recommended that you work in a team of 2. No more than 2 members will be allowed to form a team.

Your work will primarily be marked as a technical accomplishment. I will install and use this app to make sure it works as expected.

REQUIREMENTS

In order to get an A grade (At most 89% marks) you must fulfill the criteria mention below in Table 1 and Table 2 :

FEATURES	SUBMITTED	COMMENT
Mobile Web application		
Contains at Least 4 pages directly related to the project's functionalities. Add a 5 th page (About) containing the developer's information.		
Attractive UI design, including page layout, graphics (images, icons) etc.		
At least 2 tables where 1 table must be significant		
Android apk package created through PhoneGap/Cordova		

Table 1: Criteria (functionality) for getting an A

DESIGN DOCUMENTS (DOC FILE)	SUBMITTED	COMMENT
Project Charter		
Events Table		
Use Case Diagram		
Use Case Description		
User Interface Prototype (Wireframe)		
ERD Diagram		
Data Dictionary		Requirement removed
Help System (User Documentation)		
References documents (if applicable)		

Table 2: Criteria (Design documents) for getting an A

In order to get an A+ (89%+ marks) you must fulfill at least ONE of the following criteria: (Please note: if you miss even a single item mentioned in Table 1 and Table 2 you will NOT be considered for an A+).

FEATURES	SUBMITTED	COMMENT
At least one native feature (e.g., Geolocation with Map, Camera, Accelerometer, native file system etc.)		
More complex Project having at least 3 significant tables in database.		

Table 3: Criteria for getting an A+

IMITATING EXISTING APPS

It is OK to “white room” an existing app. In other words, you can study an existing app for which you do not have source code and write a new app that mimics the original app.

You can build apps with online resources/code. In this situation, but you must:

- You must have at least 60% contribution of your own.
- Disclose that you are using the resource by including either the URL of the online material or the title and ISBN (10 or 13 digit) of the book you are using in your

app. Failure to disclose that you built on this type of resource will result in a failing grade.

SUBMITTING YOUR PROJECT:

The following items must be submitted during the demo:

A CD/DVD containing:

- A folder with the source code (complete project folder) of your app.
- A folder with the package (Android apk for instance).
- A folder with the app design documents

DEMONSTRATION:

You must demonstrate and submit your app during the assigned time/date. See 'Schedule' for detailed information.

SCHEDULE

The project officially begins at the start of Week 11. Start as soon as possible.

Fill in the team sign-up document and submit it by the end of week 11(March 18) either by submitting it to me or by dropping it to the dropbox located at 2A603.

If you don't submit the team sign-up document in due time you will be assigned to a team where you will be the only member.

Your finished project is due in the exam week (Week 16, March 18-22). A schedule will be uploaded with the time and place information at the eConestoga course website. Please check your course's Announcement page regularly.

Submit a CD with the items specified above and Demo by the due date and time. All the members must be present during the submission and Demo to be graded.

In case you cannot demo and submit your project during the assigned time/date, you will be given a zero, unless you provide proper documentation (e.g., doctor's note).