

Team Project – Developing a mini android app.

Marks: 12 % (Assignment 6 and Assignment 7)

Due Date: 03-Dec-2018 at 11:59pm

Purpose: By finishing this team project you will learn to:

- Develop Android apps that **consume web services**
- Develop Android apps with **Messaging capabilities**
- Develop Android apps with **networking capabilities**
- Analyze, evaluate, and apply relevant information from a variety of sources.
- Interact with others in teams or teams in ways that contribute to effective working relationships and the achievement of goals.

Instructions:

- This project should be completed by a **group** of students (ideal team size: 2-4 students)
- You will have to demonstrate your solution in a scheduled lab session and submitting the project **through the assignment link on e-centennial Drop box**. You must name your android project according to the rule you applied in the earlier assignments.
- Each file submitted must list the names of the students who worked on the project in the header comment.
- The team members must agree on *one* person (assumed team leader) to hand in the assignment to e-centennial drop box.
- All the team members must be present to do the project presentation on a scheduled date.
- Each team members must show their contribution to get equal points; otherwise the points will be given based on the contribution of the member.
- During the project presentations, team members must demonstrate their application and it must run without any errors using virtual device. (students can use their laptop)

Requirements

- a) In this project, you are asked to develop a mobile application on **any topic of your choice** or choose one of the topic from this list:
 - a. Online purchasing app (ordering clothes, foods, phones, or flowers etc.)
 - b. Online bank app (viewing statements, online payments)
 - c. App for human health (BMI index, blood pressure, calorie burned etc.).
 - d. App for finding locations (restaurants, movie theaters, casinos, or similar).
 - e. App for managing and storing data (like college student's information).
 - f. Games app.
- b) Requirement gathering and analysis: Collect the data and analyze accordingly in order to determine the requirements like; who is going to use this application? How will they use this application? What data should be inputted into this application? What data should be resulted by this application? After requirement gathering these requirements are analyzed for their validity and the possibility of incorporating the requirements in the application.
- c) **Design and Coding:**
 - Android app
 - a. should have one or more functionalit(y/ies). e.g. online purchase
 - b. must support for sending and receiving SMS service.
 - c. must have a long running service. (e.g. playing background music, downloading)
 - d. should use a network resource like online image or file or weather etc.
 - e. may or may not use SQLite database and utilize the appropriate android API packages and classes. (use appropriate data storage or resources files)
 - d) Team members must do a presentation with a PowerPoint slide to demonstrate their project and the duration is 8 - 12 minutes for each group.
 - e) Every team must submit their project title and team member's names on or before 7th of Oct 2018.