INTI International College Penang　　　　　　　　　　**School of Computing**

3+0 Bachelor of Science (Hons) in Computer Science, in collaboration with Coventry University, UK

3+0 Bachelor of Science (Hons) in Computing, in collaboration with Coventry University, UK

Coursework cover sheet

Section A - To be completed by the student

Student Details:

Group Members	Full Name	CU Student ID	INTI Student ID
1			
2			

Semester: April 2025

Lecturer: Khor Jia Yun

Module Code and Title:

6002CEM– Mobile App Development

Assignment No. / Title: Coursework CW2 – Project	% of Module Mark 75%
Hand out date:	Due date:

GitHub Link:

Penalties: No late work will be accepted. If you are unable to submit coursework on time due to extenuating circumstances, you may be eligible for an extension. Please consult the lecturer.

Declaration:
I/we the undersigned confirm that I/we have read and agree to abide by the University regulations on plagiarism and cheating and Faculty coursework policies and procedures. I/we confirm that this piece of work is my/our own. I/we consent to appropriate storage of our work for plagiarism checking.

Signature(s): _____　　　_____
　　　　　　　　(Member 1 Name)　　　　　　　　　(Member 2 Name)

Section B - To be completed by the module leader

Intended learning outcomes assessed by this work:

LO1 : Design and implement a mobile application, showing systematic knowledge of relevant tools, methods and processes.

LO2 : Understand and critically evaluate the different tools and techniques for mobile application development.

LO3 : Scope, design, implement and critically evaluate a basic security policy to keep confidential data safe on a mobile device.

LO4 : Demonstrate an ability to maintain ease of data access/usability across several platforms.

Instruction:

- This assignment contributes 75% of the total module grade.
- You can do it individually or with a partner (i.e. solo or a maximum of 2 people in a group).
- The requirements are listed clearly in the subsequent sections.
- Refer to "Submission" to understand what the expected submission format to avoid any marks penalty.

Requirements

You are required to design, develop and test a mobile app using the **Flutter framework with the Dart language**. You should demonstrate your proficiency in the skills that have been taught during the module. Evidence of self-learning may contribute to higher marks for this assignment.

If you are doing this assignment solo, then use your idea proposed in your coursework 1 and develop a mobile application from that idea. You may enhance your ideas with additional features or change them to suit development.

If you are doing this assignment with a partner, your group shall review all the mobile app ideas proposed by each team member in coursework 1, then determine the best mobile app idea to develop in this project. You are allowed to enhance the selected project idea to make it better. You can use any kind of 3rd party libraries, or API to assist in your development for enhanced capabilities, such as charts, or any other capabilities.

You may use sample code from the labs, videos and demos in this module without having to annotate the code in any shape or form if you understand why you used it and what it does.

Submission Requirement:

Submit your report in PDF format on Canvas. You must include a link to your GitHub code on the cover page of the report.

Project Report

Use the DOCX template provided for your report.

Your report must contain the following format:

1. Cover Page
2. Table of Contents
3. Introduction
4. A list of all the features in your app and the group members who did that feature. Present this in a table format.
5. Description about the functions for each module (Note: Label clearly each module name and ==student name who work on that module==). Include screenshots of the app in this section.
6. Strengths of the app (not more than 2 pages)
7. Limitations of the app (not more than 2 pages)
8. Future enhancements (not more than 1 page)
9. Personal Reflection from each member (label each reflection with the student's name clearly)

VIVA Presentation

You are required to do a VIVA presentation to demonstrate your work and answer some questions from your tutor. You will be given 15 minutes per person to do the presentation. During the presentation, you must:

1. Show your app running on the screen and how to navigate it.
2. Explain the features of your app with test data.
3. You should show each screen that you can navigate to within the application and any sensors/ external APIs that you have used. Make sure you show us all the branches/ or most of the branches your app has so we can assess the complexity of your application.
4. If any persistence storage (e.g. database) is involved, do show how those data changes in the database too.
5. Speak with a clear voice.
6. All the team members must take part in this presentation.

Marking Rubric

Your report will be marked against the following criteria:

Rating	1 Poor	2 Average	3 Good	4 Excellent	Marks Given
Application complexity – **Coverage & Functionalities** (30%)	Basic complexity (basic usage of elementary UI interface). Might have the following criteria: App with one screen and one feature.	Basic-medium complexity (basic- medium usage of UI interface elements). Might have the following criteria: App with more than one screen and more than one feature.	Medium complexity (medium-good usage of UI interface elements). Might have the following criteria: App with more than two screens with more than two features.	High complexity (good usage of UI interface elements). Might have the following criteria: App with more than three screens with more than three features.	
Application complexity – **Proper methods for persistence of data** OR **integration with API** (10%)	No cloud/local data persistence or other cloud services (e.g. authentication – authorization services/ other external APIs). OR Attempt to use persistence method or API but has errors and is not working.	Local or cloud persistence services and no authentication. OR Use of at least one external APIs or sensor.	Local or cloud persistence services and with / without authorization. AND Use of **one** external APIs or sensor.	Local or cloud persistence services with authorization. AND Use of **more than one** external API or sensors intensively.	
Application UI Design (20%)	Poor UI design. The work looks more like a draft and unfinished work.	GUI design is acceptable, but much improvement is needed on the choice of colour palette and / or the ease of use. Need major modifications to make it suitable for its purpose.	GUI design is acceptable, but some areas need improvement such as choice of colour palette or ease of use. The overall design might need minor modifications to make it suitable for its purpose.	GUI design is user-friendly, easy to understand and has suitable choice of colour palettes. The design is appropriate for its purpose.	

Report - Contents (20%)	Failed to include all required sections. Information presented is irrelevant to the report.	Include some of the required sections but organization required improvement. Some information/explanation / discussion are unclear or lack of clarity	Include all required sections and somehow organized. Some of information/ explanation/ discussion required minor clarification.	Include all required sections. All information/ explanation/ discussion clear, comprehensive and no improvement and almost flawless.	
Report - Format (5%)	Missing cover and table of contents. Missing most of the labels and captions for figures and tables. Missing screenshots of the program output.	Missing cover or table of contents. Missing labels or headers for some sections. Very few screenshots of the program output.	Complete with cover and table of contents. Missing some labels and / or captions for figures and tables. Adequate screenshots of the program output.	Complete with cover and tables of contents. All figures are properly labelled and captioned. Very comprehensive screenshots of the program output.	
VIVA Presentation - Clarity, Relevance and Confidence (5%)	The presentation was not smooth, or the student was speaking with a very unclear voice. Presentation was messy, much unnecessary elaborations.	The presentation was acceptable, but many improvements are needed for the student, such as relevance of contents, clarity of voice, confidence, and smoothness.	The presentation was acceptable, with some room for improvement.	The presentation was smooth and clear. The student spoke with confidence and clarity. The explanation was straight to the point and no-frills.	
VIVA Presentation - Q & A (10%)	The student was not able to answer most of the questions and showed very little knowledge in his/her own area of work.	The student was able to answer some of the questions and showed slight confusion in his/her own area of work.	The student was able to answer most of the questions with confidence and showed good knowledge in his/her own area of work.	The student was able to answer all the questions with confidence and showed outstanding knowledge in his/her own area of work.	