



SIT305

Distinction Task 6.1:

Food Rescue APP

TR1 2021

SIT305 – Mobile application Development

Food Rescue APP

Overview

This assessment task intends to provide you with experience in using *all concepts that you have learnt so far* in Android mobile app programming. You are given the requirements of a food rescue *mobile app to fight food waste*. Your task is to build an android app that can capture all the requirements conveyed in that description.

You will find “Topic Videos and Practical Demo Videos” of Week 1-7 on the unit site to be particularly useful as a reference for this task. Please also keep an eye on your email and any announcements that may be made on Cloud Deakin or Teams.

Submission Details

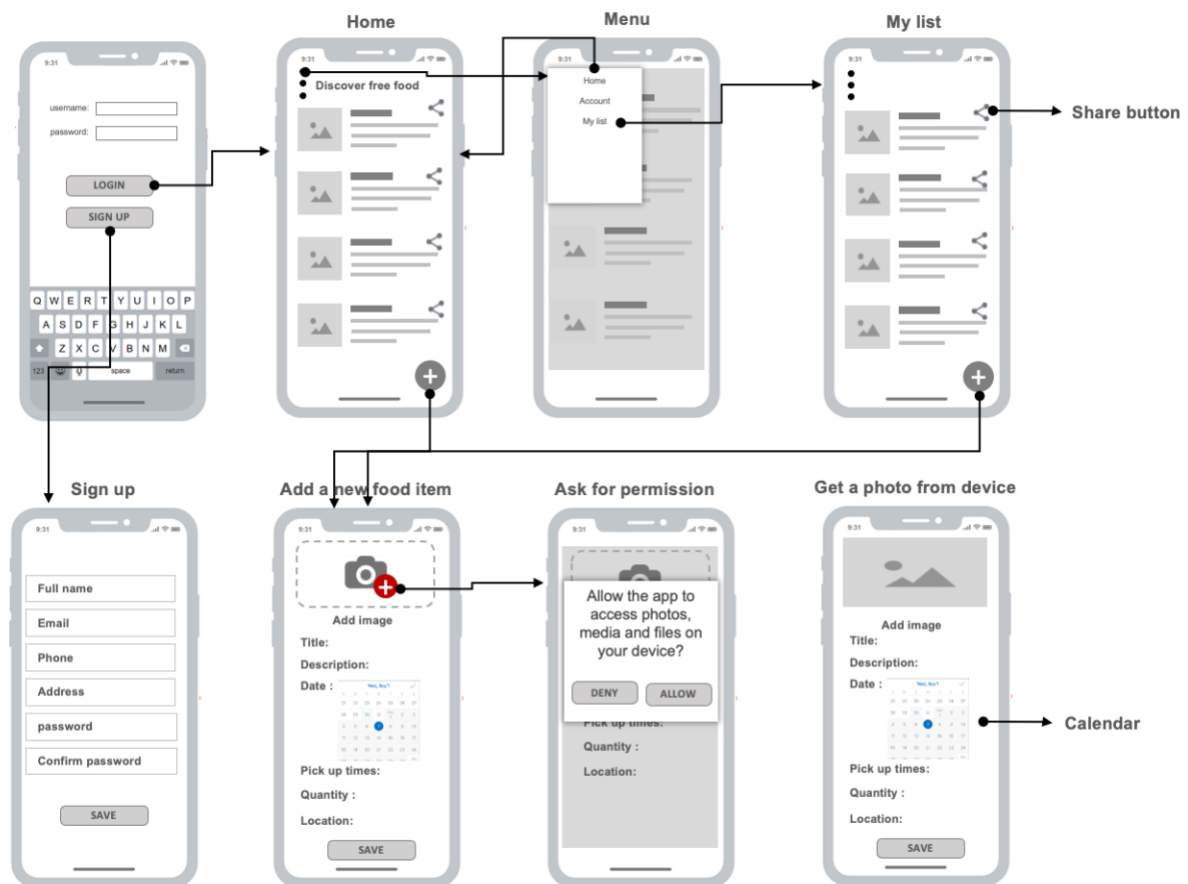
You must ensure that all your project files used for this task sit in a directory called “Task 6.1D”. **All files required to be uploaded and a link to the “Task 6.1D” directory must be submitted to OnTrack.** Please make sure that I and your marking tutor have access to the folder. **A link to the demo video of your app is running must be submitted** by using the task submission page to OnTrack. You could submit your GitHub link. **You must also submit your MainActivity java/kotlin file to Ontrack.** It would be great if you could submit the screenshot of the main app screen. This is an **individual** assignment, and you should submit **by 8pm AEST, Friday, 14 May 2021, (Week 9).**

Objectives

- To apply what you have learnt in the Android Programming into a real-world mobile application.
- To provide you with a reference mobile application for your future projects.
- While this is a Distinction task, you need to demonstrate distinction level outcomes which is beyond what you have learnt in the class. Achieving this will mean that you are eligible for a High Distinction result.

Food Rescue App

The food rescue app needs to be developed based on the following mobile app interface wireframes.



The **first screen** is the login screen where a user logs in or signs up, and the data is retrieved from the **database** or saved in the **database**. **Home Screen** shows *all available free food items* in the **database**. There is a **menu (popup or options menu)** in the home screen that a user can choose other options. When a user clicks on the plus button on the home screen, the app will be directed to the "**add a new food item**" screen, where users add their food to share. The user then adds an image and gives the app access to pictures and media. This new food item are also added to the recycler views. There is also a **share button** to share the food item with others. If the user clicks **My list** in the menu, they can only see **all their shared food items**.