



SIT305 – Mobile application Development Tourism APP

Overview

This assessment task intends to provide you with experience in using *recycler view* and *fragments* in Android mobile app programming. You are given the requirements of a tourism *mobile app for SIT305*. Your task is to build an android app that can capture all the requirements conveyed in that description.

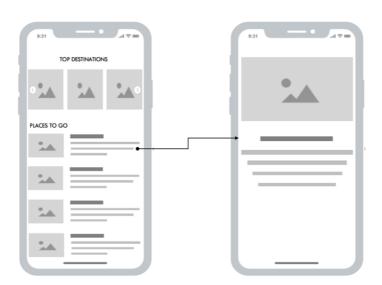
You will find "Topic Videos and Practical Demo Videos" of Week 5 on the unit site to be particularly useful as a reference for this task. Please also keep an eye on your email and any announcements that may be made on Cloud Deakin or Teams.

Submission Details

You must ensure that all your project files used for this task sit in a directory called "Task 5.1C". All files required to be uploaded and a link to the "Task 5.1C" 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, 30 April 2021, (Week 7).

Tourism App

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





The app contains <u>one horizontal recycler view</u> for *top destinations* and <u>one vertical recycler view</u> for *places to go*. When a user clicks on one place, the related fragment shows the place image and description.

Important notes:

- You need to design the app with one activity.
- The UI design and layout should be the same as the above wireframes.