

Android App Development Project Rules

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National Cheng Kung University
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Outline

- Project requirements
- Submission
- Demo
- Grading rules
- Resources

Project Requirements

- An **application** running on the **android** platform
- Q1. May I use Kotlin/Unity/React Native/some libraries to develop my android app?
 - A1. Yes! The only requirement is developing an android app. You can use any tool, framework or language you want.

Submission

1. create a GitHub repository for your project
2. confirm your demo time by filling up your **project name** and **GitHub repository URL**

<https://docs.google.com/spreadsheets/d/1jdG9VPrr-1WbClouUffzeS0b0Ypj7A4sm000YfiUg3A/edit?usp=sharing>

Time	Group #	Group Name	Project Name	Github URL	comments
ex.	0	TAs	TA-Project	https://github.com/ncku-csie/TA-Proejct	This time looks good.

If you want to change your demo time,

- Find other group to exchange demo time and fill their team number in **comments**
- Filled your available slot in **comments**

Submission

3. Please upload following items before **June 17(Mon.) 23:59**

- (required) source code
- (required) apk
- (If any) slides
- (required) README.md
 - list of tools, libraries, platform, etc. used in the project
 - contributions of each team member
 - (optional) demo video link
 - (optional) screenshots

Demo

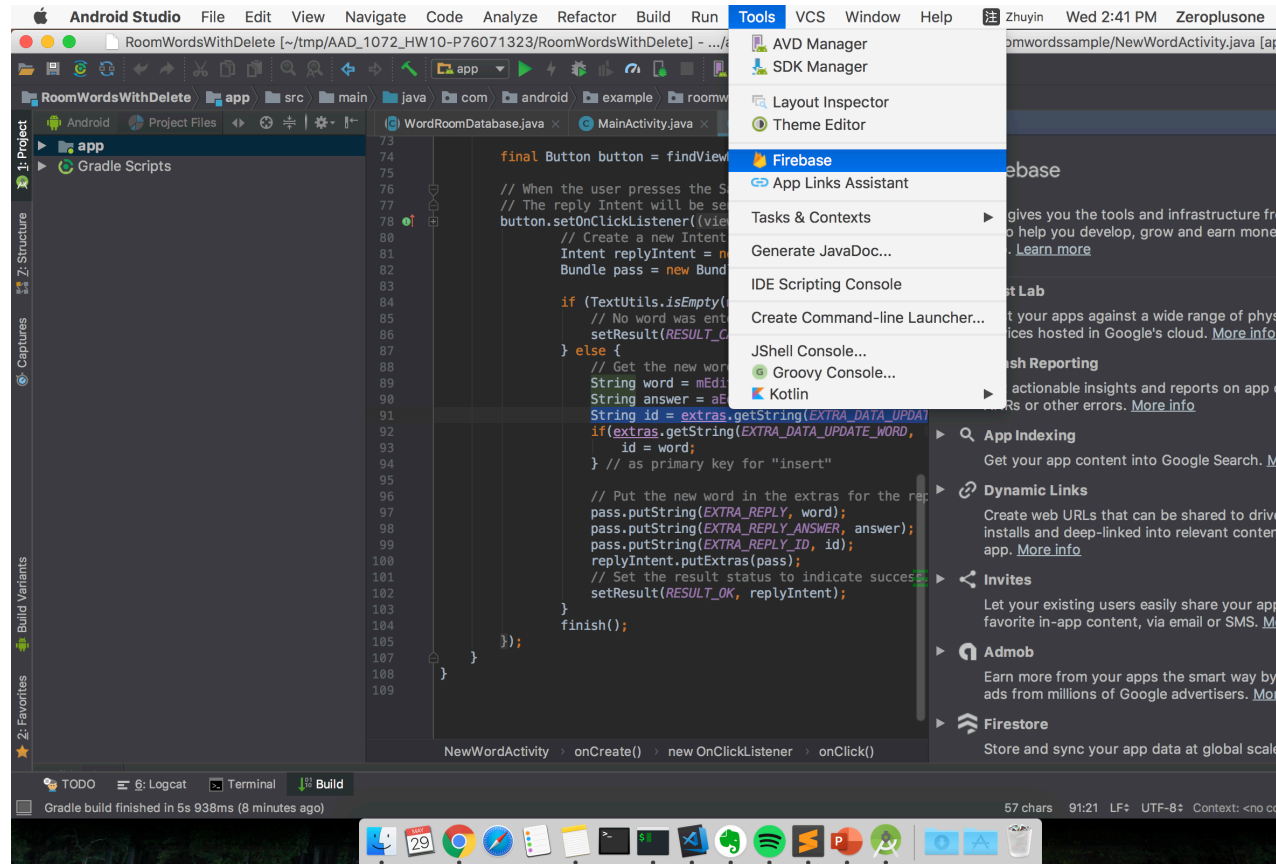
- Each group have **8 minutes**
 - 1 minute setup
 - 5 – 6 minutes present
 - 1 – 2 minutes Q&A
- Presentation can be in any form
 - Live demo
 - Video
 - Power point
 - ...
 - etc.

Grading Rules

- Term Project semester score 30%
 - 15% from Group score, 15% from individual score
- Group score
 - from Instructor/TAs
 - **from classmates in the same demo period** (you can also grade classmates from other demo time. To prevent bias, top 10% and bottom 10% will be removed before averaging)
 - **If you don't grade other classmates in the same period (through moodle), you will lose 1 point semester point.** Individual score
 - from Instructor/TAs
- The First Prize, Best Present Award, Best Creativity Award, Best Popularity Award

Resources

- Firebase (backend)
 - Firebase gives you the tools to develop high-quality apps, grow your user base, and earn more money.
 - <https://developer.android.com/studio/write/firebase>
- Android Studio -> menu bar-> Tools -> Firebase



Resources

▶ Analytics

Measure user activity and engagement with free, easy, and unlimited analytics. [More info](#)

▶ Cloud Messaging

Deliver and receive messages and notifications reliably across cloud and device. [More info](#)

▶ Authentication

Sign in and manage users with ease, accepting emails, Google Sign-In, Facebook and other login providers. [More info](#)

▼ Realtime Database

Store and sync data in realtime across all connected clients. [More info](#)

▶ [Save and retrieve data](#)

▶ Storage

Store and retrieve large files like images, audio, and video without writing server-side code. [More info](#)

▶ Remote Config

Customize and experiment with app behavior using cloud-based configuration parameters. [More info](#)

▶ Test Lab

Test your apps against a wide range of physical devices hosted in Google's cloud. [More info](#)

▶ Crash Reporting

Get actionable insights and reports on app crashes, ANRs or other errors. [More info](#)

▶ App Indexing

Get your app content into Google Search. [More info](#)

▶ Dynamic Links

Create web URLs that can be shared to drive app installs and deep-linked into relevant content of your app. [More info](#)

▶ Invites

Let your existing users easily share your app, or their favorite in-app content, via email or SMS. [More info](#)

▶ Admob

Earn more from your apps the smart way by showing ads from millions of Google advertisers. [More info](#)

▶ Firestore

Store and sync your app data at global scale [More info](#)

