

# CS4056 - Mobile App Design

**Due date: 5pm Friday 29th April**

**Final Assignment, Group Project**  
**40% of total module marks**

**Read these requirements carefully.**

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## Brief

In your groups you will design and implement a mobile app from scratch, following each of the planning steps outlined in the course. **Your planning and designs should be complete but your app implementation can be a prototype version.** For complete details, see the submission section.

This assignment must be completed in your group. Please respect your fellow students and participate fully in the project.

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## What kind of app should you make?

You are free to come up with your own app idea. You should make sure that it is achievable within the 5 weeks you have to design and code it though.

If you don't know what you'd like to do as an app, you can choose from one of the following five suggestions:

1. A decision helper, to help people choose between various options, such as which restaurant to eat at, with a random choice.
2. Show places of interest for a particular locality, such as Limerick city.
3. An animal sounds player, with pictures and information on each animal, as a fun learning tool for children.
4. A local atmospheric visualiser, using device sensors to monitor atmospheric conditions.
5. A weather information app, using the Open Weather Data API to retrieve data from the Internet.

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## Mandatory requirements

1. You must use **at least one of the following technologies**:

1. Google Maps
2. Public web API
3. Sensor usage
4. Graphing
5. Media playback (audio or video)

2. The app must have **at least 4 distinct screens**

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## Submission

All submissions are to my email address:  
**simon.kenny@ul.ie**

**As a group**, you must submit the following project components:

1. A planning document. Use the mid-term submission as a template for the planning document. It should contain:
  1. Product Goals, with keywords
  2. App description
  3. Use cases
  4. Features / requirements
  5. Epics and user stories
2. Click-through prototype
  1. All images submitted in a ZIP file
  2. A click-through wireframe prototype created using InVision and shared to my email. Mark with your group number
3. Your app code. This will be a link to your GitHub account. Setting this up will be covered in week 10.
4. Explanation of app coding process. It is **very important** you explain what you attempted, what problems you encountered and how you attempted to solve them. **If**

**you cannot show this I will have to assume that you did not put much effort into this.**

**As an individual**, each group member should submit **200 words** detailing your involvement in the project.

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## Marking

You will be marked on

- Each planning section is completed and shows good comprehension
- User stories are appropriate and detailed
- Wireframe images are complete and in correct style
- Click-through prototype works and is complete
- Good attempt at Android app prototype implementation