



College of Engineering, Construction and Living Sciences  
Bachelor of Information Technology  
ID721001: Mobile Application Development  
Level 7, Credits 15  
**Project 2: Travelling Application**

## Assessment Overview

In this **individual** assessment, you will develop a mobile application using **React Native** and **Expo**, and publish it to either **Google Play Store** or **Apple App Store**. In addition, marks will be allocated for code elegance, documentation and **Git/GitHub** usage.

The mobile application will help you sound like a local and adapt to a new culture. You will begin by selecting a country you wish to travel to. For example, if you wish to travel to Italy, you would be provided with all the necessary tools such as text translation and text to speech support, a selection of well-known Italian phrases and a map containing locations of Italy's top-rated tourist attractions. A user of your mobile application **must** be able to select from at least **six** countries with at least **one** country per **continent** **excluding** Antarctica.

## Learning Outcomes

At the successful completion of this course, learners will be able to:

1. Implement and publish complete, non-trivial, industry-standard mobile applications following sound architectural and code-quality standards.
2. Identify relevant use cases for a mobile computing scenario and incorporate them into an effective user experience design.
3. Follow industry standard software engineering practice in the design of mobile applications.

## Assessments

Assessment	Weight	Due Date	Learning Outcomes
Project 1: Cookbook Application	20%	01-09-2023 (Friday at 4.59 PM)	1, 2, 3
Project 2: Travelling Application	40%	10-11-2023 (Friday at 4.59 PM)	1, 2, 3
Practical: Skills-Based	20%	22-09-2023 (Friday at 4.59 PM)	2, 3
Presentation	20%	10-11-2023 (Friday at 4.59 PM)	2, 3

## Conditions of Assessment

You will complete majority of this assessment during your learner-managed time. However, there will be time during class to discuss the requirements and your progress on this assessment. This assessment will need to be completed by **Friday, 10 November 2023 at 4.59 PM**.

## Pass Criteria

This assessment is criterion-referenced (CRA) with a cumulative pass mark of **50%** over all assessments in **ID721001: Mobile Application Development**.

## Authenticity

All parts of your submitted assessment **must** be completely your work. Do your best to complete this assessment without using an **AI generative tool**. You need to demonstrate to the course lecturer that you can meet the learning outcome(s) for this assessment.

However, if you get stuck, you can use an **AI generative tool** to help you get unstuck, permitting you to acknowledge that you have used it. In the assessment's repository **README.md** file, please include what prompt(s) you provided to the **AI generative tool** and how you used the response(s) to help you with your work. It also applies to code snippets retrieved from **StackOverflow** and **GitHub**.

Failure to do this may result in a mark of **zero** for this assessment.

## Policy on Submissions, Extensions, Resubmissions and Resits

The school's process concerning submissions, extensions, resubmissions and resits complies with **Otago Polytechnic** policies. Learners can view policies on the **Otago Polytechnic** website located at <https://www.op.ac.nz/about-us/governance-and-management/policies>.

## Submission

You **must** submit all project files via **GitHub Classroom**. Here is the URL to the repository you will use for your submission – [https://classroom.github.com/a/d\\_u8vXR5](https://classroom.github.com/a/d_u8vXR5). Create a **.gitignore** and add the ignored files in this resource - <https://raw.githubusercontent.com/github/gitignore/main/Node.gitignore>. The latest project files in the **master** or **main** branch will be used to mark against the **Functionality** criterion. Please test before you submit. Partial marks **will not** be given for incomplete functionality. Late submissions will incur a **10% penalty per day**, rolling over at **5:00 PM**.

## Extensions

Familiarise yourself with the assessment due date. If you need an extension, contact the course lecturer before the due date. If you require more than a week's extension, a medical certificate or support letter from your manager may be needed.

## Resubmissions

Learners may be requested to resubmit an assessment following a rework of part/s of the original assessment. Resubmissions are to be completed within a negotiable short time frame and usually **must** be completed within the timing of the course to which the assessment relates. Resubmissions will be available to learners who have made a genuine attempt at the first assessment opportunity and achieved a **D grade (40-49%)**. The maximum grade awarded for resubmission will be **C-**.

## Resits

Resits and reassessments **are not** applicable in **ID721001: Mobile Application Development**.

## Instructions

You will need to submit a mobile application and documentation that meet the following requirements:

### Functionality - Learning Outcomes 1, 2, 3 (50%)

- The mobile application needs to run without code or file structure modification in **Visual Studio Code**.
- Usable on a variety of mobile devices, i.e., devices with different screen sizes.
- Free of bugs that significantly effect the usability.
- The mobile application is published to **Google Play Store** or **Apple App Store**.
  - To published to **Google Play Store** or **Apple App Store**, you will need an account. The account's credentials will be privately given to you on **Microsoft Teams**. **Do not** disable any applications published on this account.
- Ability to download the mobile application from **Google Play Store** or **Apple App Store** on to a variety of mobile devices.
- Country data needs to be fetched using **Axios** from a **GitHub Gist**. You have been provided an example file called **country-data.json**.
- Display a list of countries in a **FlatList**. Each item needs to have the country's name and flag.
- Text translation support. If a country is multilingual (use of more than one language), choose one language. For example, Canada's main languages are English and French. You would choose either English or French.
  - Use **Axios** and the **Yandex Translate API** to translate text from one language to another. To use the **Yandex Translate API**, you will need an **API key**. A key will be privately given to you on **Microsoft Teams**.
  - Display some feedback while the text is being translated.
  - Handle incorrectly formatted input fields. For example, an **TextInput** is blank or empty.
- Text to speech support.
  - Handle incorrectly formatted input fields. For example, an **TextInput** is blank or empty, or the country is not supported.

- Selection of two well-known phrases. For example, "No worries, mate, she'll be right" is well-known phrase in Australia.
- **Switch** which toggles between light and dark mode. Persist the user's preference using **AsyncStorage**.
- **Google Map** displaying top-rated tourist attractions.
  - Display two tourist attractions per continent.
  - Each data object will represent a marker.
  - The marker's information window needs to display the attraction's name and city/town.
  - If dark mode, set the map's style to a dark theme. If not, set the map's style to light theme.
    - \* **Resource:** <https://mapstyle.withgoogle.com>
- Display an image gallery of top-rated tourist attractions.
- An interactive quiz for each country.
  - Quiz topics may include animals, culture, food, drink, geography and sport.
  - Each quiz needs to have five questions.
  - Questions are multi-choice and need to have four answers.
  - Each question needs to have an image.
  - Display appropriate feedback in a **TextInput** when a question is answered correctly or incorrectly. If an answer is incorrect, display the correct answer.
  - At the end the quiz, display the score in a **TextInput** and store the score in **Firestore** on **Firebase**.
- Appropriate image used for the splash screen and app icon.
- Visually attractive UI with a coherent graphical theme and style.
- Ten **end-to-end tests** that verify functionality correctness.

### Code Elegance - Learning Outcomes 1, 3 (40%)

- A **Node.js .gitignore** file is used.
- If applicable, a **.env** and **.env.example** file is used.
- Appropriate naming of files, variables, functions and components.
- Idiomatic use of control flow, data structures and in-built functions.
- Efficient algorithmic approach.
- Sufficient modularity.
- Each **component** file **must** have a **JSDoc** header comment located immediately before the **import** statements.
- In-line comments where required. It should be for code that needs further explanation.
- Code is formatted.
- No dead or unused code.

## Documentation and Git/GitHub Usage - Learning Outcomes 2, 3 (10%)

- **GitHub** project board to help you organise and prioritise your work.
- Provide the following in your repository **README.md** file:
  - Link to the mobile game on **Google Play Store** or **Apple App Store**.
  - Wireframes of the mobile application's screens. The wireframes can be either hand-drawn or created using a digital tool.
  - How do you setup the environment, i.e., after the repository is cloned?
  - If applicable, known bugs.
- Use of **Markdown**, i.e., headings, bold text, code blocks, etc.
- Correct spelling and grammar.
- Your **Git commit messages** should:
  - Reflect the context of each functional requirement change.
  - Be formatted using an appropriate naming convention style.

## Additional Information

- **Do not** rewrite your **Git** history. It is important that the course lecturer can see how you worked on your assessment over time.
- You need to provide the wireframes to the course lecturer before you begin development.