



# College of Engineering, Construction and Living Sciences

## Bachelor of Information Technology

### ID721001: Mobile Application Development

### Level 7, Credits 15

## Practical

### Assessment Overview

In this **individual** assessment, you will conduct **User Acceptance Testing (UAT)** on the mobile games you developed in the **Project** assessment. You will provide documentation that addresses several aspects of the **UAT** process.

### 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	Weighting	Due Date	Learning Outcome
Practical	20%	13-11-2024 (Wednesday at 4.59 PM)	2, 3
Project	80%	13-11-2024 (Wednesday at 4.59 PM)	1, 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 **Wednesday, 13 November 2024 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 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 program files via **GitHub**. The latest program files in the **master** or **main** branch will be used to mark against the **Documentation** criterion. Please test your **master** or **main** branch application 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. Extensions will **only** be granted if you are unable to complete the assessment by the due date because of **unforeseen circumstances outside your control**. The length of the extension granted will depend on the circumstances and **must** be negotiated with the course lecturer before the assessment due date. A medical certificate or support letter may be needed. Extensions will not be granted for poor time management or pressure of other assessments.

## Resits

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

## Instructions

### Documentation - Learning Outcomes 2, 3 (100%)

For each game, in a **Microsoft Word** document, explain the following:

- **Introduction**
  - **Purpose** - Define the purpose of UAT, which is to ensure that the mobile games meet the main features and mechanics.
  - **Scope** - Outline the scope of UAT, including the main features and mechanics to be tested.
  - **Objectives** - Validate that the mobile games are user-friendly and confirm that the mobile applications meet the main features and mechanics.
- **Test Preparation**
  - **Test Plan** - Detail the testing strategy, scope, resources, schedule and deliverables.
  - **Test Cases** - Develop test cases based on the main features and mechanics.
  - **Test Environment** - Define the devices and operating systems for testing. For example, screen sizes, iOS versions and Android versions.
- **Execution** - Conduct functionality, usability and compatibility testing.
- **Evaluation**
  - Collect feedback from **four** users regarding functionality, usability and overall experience. Use surveys and interviews.
  - Document and prioritise any issues and bugs reported during testing. If so, provide steps to reproduce and screenshots.
  - Retest any resolved issues and bugs to confirm that they have been fixed. Verify that no new issues and bugs have been introduced.
- **Reporting**
  - Summarise the testing process, coverage and overall findings.
  - Detail the pass/fail status of each test case.
  - Provide a list of open issues and bugs.
  - Offer recommendations for improvements based on the test results and user feedback.

### 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.