

**Evaluation: 30%**

**Due date: Feb. 14, 20 – 17:00 PM**

**Part 1 – 15%**

---

You are supposed to create an application so that the user can save his/her favorite places as a list to visit. By selecting the cell, the user can see the saved location on the map with the address as title of the marker or date if there is no address available for the location. The user should be able to see the user location. Your app should have the following features:

- User can see a list of saved places
- If no information is available for a specific location, the date when that location is added as favorite place should be shown on the list
- The user should be able to see the different types of map
- User should be able to find nearby cafés, restaurants, museums, etc.
- User can select any of the nearby places as favorite place to visit
- User should be able to see the distance and duration between his/her location and the destination
- The user should be able to get direction from his/her location to a destination
- The destination can be a place from user's favorite places or any address that user would like to find the distance
- The user also should be able to see the direction, distance and duration between two custom addresses or points on the map

**Part 2 – 15%**

---

Data should be saved in SQLite database. The user should be able to edit or delete places from the list as well. You should be able to differentiate between the places that the user has visited and the places the user is supposed to visit. For example, you could change the cell to another color or move them in a separated category as completed.

In order to delete and update the list, should swipe the cell to delete and update. While updating

- you should be able to drag the marker to a new position or
  - Updating the place by address
- 

**Marking Scheme for each part:**

Marking of the assignment will be done according to the following scheme:

**Specification [60%]:** This includes all the requirements specified above. Assignment will be considered for complete marks only if all the specifications are properly implemented. Partial implementation does not get awarded any marks.

**Navigation [20%]:** This rubric includes marks for user interface interaction component. The easier it is for the user to navigate the app the higher the mark is. This is somewhat subjective aspect of awarding a mark but for this assignment good design practices covered in class will be used.

**Design [20%]:** This rubric focuses on overall design of the app which includes graphical user interface, images, polished look and proper file organization used for the app.