SCS 141 – Programming 2: Mobile Application Development

Final Project Overview

The best way to gain real world experience is to actually develop an application in the closest real-world environment as possible. That is the purpose of this project: develop an application you could deploy for actual use related to an interest or a known real problem.

Your assignment is to build a mobile application of your choosing. You can be as creative and resourceful as you would like as this can be a project you have worked on or a project entirely made up. A few examples of possible ideas (you could use if you are struggling to come up with an idea) are:

* Pizza Shop Ordering System
* Currency Conversion Tool
* Small/Basic Inventory Management
* Pennsylvania State Park Hiking Guide
* Houseplant Care & Maintenance Guide
* Sports Game Tracking Application (Football, Baseball, Bowling, etc…)
* Ask for more ideas if you are struggling
* You can use your own idea

This application will be graded on the following criteria:

|  |  |  |
| --- | --- | --- |
| Gradable Item | Quantity | Points |
| Does the Program Work? | 1 | 70 |
| Is the Program Efficient? | 1 | 30 |
| Unique Concept from 10 Different Topics | 10 x 5 | 50 |
|  | **Total** | **150** |

The final upload must also include a Word document that outlines the 10 unique concepts including the Chapter/Hour they are taken from and their relevance to the project.

Please do not hesitate to reach out for help, guidance, input, or suggestions at any point throughout the semester. You can call or e-mail me, see me during office hours, or see me before/after class.

Start early! Draft your ideas. Draw / layout your design. The worst thing you can do is put off the application until the very end of the semester and then have to cram and rush to complete.

We will be discussing the application further throughout the semester.