ADD MENUS / OPTIONS

Team Assignment: Complete this assignment with the members of the "team" (2 - 3 people per team) you have formed for the app project.

Due date: In class on Monday 10/21.

Submission: Bring a paper copy of your mockup, single sided to class on 10/21/2013. The write-ups must be on 8.5 x 11 white paper. Include a cover sheet with the app title, names and UTEIDs of the project members. One submission per project team.

Value: This assignment is worth 50 points.

Based on materials created by Prof. David Janzen.

If you didn't want to go to Chicago, why did you get on the train?
   - Garrison Keillor

Create a prototype / mockup for the app your team has decided to do. The prototype is not a functioning Android app. Instead, it is a design document to guide you as you build your app. Several free wireframing tools you can exist, but you are not required to use any of them. PowerPoint is a reasonable alternative if your application will not have that many different screens. Last term some students use Mockups (http://www.balsamiq.com/download) from Balsamiq (your mileage may vary). Another option is the MIT App Inventor. (http://appinventor.mit.edu/) Although this only allows for LinearLayouts and TableLayouts.

Your prototype should include **all** of the features you want for you application, even if you don't think you will be able to complete them all this semester

The prototype / mockup consists of two parts:

1. A mockup of all user interface screens and/or major interactions with the user. This may be done with actual Android UIs in the development environment or another mockup tool.

   See http://superdit.com/2011/10/11/10-mobile-app-wireframing-tools/ for various options.

   You may even use something simpler such as PowerPoint or Photoshop if you wish. It is reasonable to reuse graphics you created for your poster.

   You must create UIs or graphics for all interface screens and major interactions with the user.

2. On a separate page, create an itemized feature list identifying features your team intends to deliver this semester. Include a list of features would like to add, but do not expect to be able to, given the time constraints of the semester. Prioritize each list in order of importance.

   Note, you must have a functioning app for the Alpha and Beta. If you turn in a project that does little to nothing your evaluation will suffer accordingly. Better to do a tightly focused app and finish the whole thing than have grand plans and finish very little.