Individual Android Assignment

Nortwestern SCS
Sprint 1

Due Dates:

Soft Deadline: Monday, Week 5
Hard Deadline: Wednesday, Week 5 (late penalties begin)
Open Office Hours: Week 4
Appointment Office Hours: Week 5

Description:

Complete one four-week sprint of an Android development project.

The second sprint is the group assignment. We will select certain projects and form working groups for the second sprint. The group assignment/second sprint instructions are provided in a separate document.

Requirements:

Start with the prototype that you developed in "**Application Design and Prototyping**", or begin with a new idea.

1) Create a scrum board on Scrumy.com. Define the Product Backlog as a set of Stories on the left. Select about two of the Stories, and create Sprint Tasks on the right side, under To Do. Assign these a Fibonacci number for relative complexity. As you work on the tasks, move the tasks through the columns on the right.

Example: https://scrumy.com/IT13SS2045

2) Create a User Interface with at least three screens. Each screen requires an XML layout and an Activity. Use at least two different layouts (Flow, Table, ScrollView, ListActivity, etc.)

3) Use an explicit intent to move from one screen to another. In at least one case, pass data from one screen to another using a Bundle.

4) Create a menu to allow navigation among screens.

5) Use at least two types of simple UI components (views):

- TextView
- EditText
- RadioButton
- CheckBox

6) Use at least one advanced or data-driven UI component:

- Spinner
- AutoCompleteText
- CalendarView

7) Use one advanced feature of the Android hardware/software. For instance, choose one of the following:

- Accelerometer
- Threading
- Orientation
- Camera/media capture
- GPS
- Google App Engine: http://code.google.com/appengine/
    - Images
    - rotate, histogram
    - http://code.google.com/appengine/docs/java/images/overview.html
- Blobstore HTTP
- A RESTful web service
- HTTP or old-school CGI script
- Facebook, LinkedIn, Twitter, YouTube, Flickr, etc.
- Support internationalization with a strings.xml in a different language.

8) All string literals must be in strings.xml.

9) Source code must be appropriately commented and readable, so that others can give a description of what the program is doing, without contacting the original author.

10) Do something extra.

Grade Sheet:

Please complete this grade sheet and add it to the source code repository where you are hosting your project. Use **Blackboard - Assignments** to submit a link to that source code repository to the instructor. If you have fully met the criteria listed, assign yourself “10/10”. If you have partially met the criteria, assign something between 5 and 10 that reflects how much you did complete. If you did not attempt one of the items, assign yourself “5/10”.

Product backlog and sprint backlog are on Scrumy.com: 10 /10
Use at least three screens: 10 /10
Use at least two unique layouts: 10 /10
Use at least two simple views: 10 /10
Use at least one complex or data driven views: 9 /10
Proper use of intent and bundle: 8 /10
Menu is present and allows navigation among screens: 8 /10
All String literals are in strings.xml. 10 /10
Source code has proper documentation/JavaDoc. Source code follows proper Java naming conventions, and is in good form: 10 /10
Do something extra beyond the minimum requirements stated here: 20 /10
What did you do? SyncTask, SharedPreferences, HTTP, JSON, GPS/Location (including listeners), savedInstanceState, Fragments, BroadcastReceiver, AlertDialog