# C:\Users\sj83687\Desktop\USAA_Logo08_NewBlue_RGB.gif 2014 AITP Regional Collegiate Conference

## Mobile Application Development Contest Problem Statement

The AITP Regional Collegiate Conference is a time for you to gather with like-minded students, make friends and memories, and compete in various challenges, including this Mobile Application contest. One of the best things about a trip, though, is the opportunity to buy souvenirs!

Your challenge is to create a mobile ‘AITP Souvenir Ordering’ application that provides the ability to view and “order” souvenir items, using the data provided in your App Starter Kit. This data set includes the name of the item, the price, an item ID and an image reference. There is also data that provides “Store” locations where you could purchase these souvenirs.

## AITP RCC Mobile Souvenir Ordering Desired Features

When the user opens the app, they should see the list of available souvenir items and be able to filter and/or sort based on category. They should be able to view more details about the item and have the ability to add the item to an order. The user should be able to see a list of stores, and locate these stores where they could purchase these souvenir items. They should have the ability to “submit” the order and provide shipping and billing information, as well as display a confirmation page that the order has been placed.

Scoring will be based on the following:

* 70% Successfully meets functional requirements
* 15% Technical elegance of solution
* 10% Creativity of solution
* 5% Code documentation

You may not be able to implement all the desired features in the allotted time, however, please remember that the features you decide to implement should be functional. Additional consideration is given for creativity and uniqueness of the solution.

You will be provided with an App Starter kit that contains the Souvenir Items information, along with graphics associated with the items. You may create your own graphics for other feature elements, if you choose.

**\*\*\*HINT: The focus of this contest is primarily on the successful implementation of functionality. While your app should be somewhat visually appealing, please do not spend the majority of your time on graphic design.\*\*\***

**Summary of Features:**

* Display a splash screen on start-up of the app
  + The splash screen should indicate the name of your app, and provide some visual appeal
* View/Filter Categories
* View List of Items
* View Item Details
* Add Item to Shopping Cart
  + Allow custom quantity
* Display Shopping Cart
  + List items
  + List Quantity
  + List Unit Price
  + Subtotal
  + Total with Tax (Tax rate is 8%)
* Checkout
  + Collect Name
  + Collect Shipping Location
    - Geolocation or Address
  + Collect Payment Information
* Store Locator
  + Display List of Stores
  + Find closest store with Geolocation

## Helpful Links for Android:

* Android Array: (<http://developer.android.com/reference/java/util/Arrays.html>)
* Android SQlite/database intro: <http://developer.android.com/reference/android/database/sqlite/package-summary.html>

## Helpful Links for iPhone:

* iOS Developer Library: NSArray (<https://developer.apple.com/library/ios/documentation/cocoa/reference/foundation/classes/NSArray_Class/NSArray.html>)
* iOS Developer Library: NSDictionary (<https://developer.apple.com/library/mac/documentation/Cocoa/Reference/Foundation/Classes/NSDictionary_Class/Reference/Reference.html>)
* iOS Core Data Introduction: <http://developer.apple.com/library/ios/#documentation/DataManagement/Conceptual/iPhoneCoreData01/Introduction/Introduction.html>

