2018/19 S2 Mini Project Marksheet

LAB3
30%

Admin No.　　: _____

Module Class: _____　　　　**Marks**　　: _____

Final Mark Computation

$(A + B + C) \times AT / LN$

Attendance

Week 12		Week 13		Week 14		Week 15		Week 16		Week 17		Week 18	
Lesson 1	Lesson 2	Lesson 3	Lesson 4	Lesson 5	Lesson 6	Lesson 7	Lesson 8	Lesson 9	Lesson 10	Lesson 11	Lesson 12	Lesson 13	Lesson 14

LN - Lessons Number when project submission

LN

AT - Total Attendances when project submission

AT

A. Project Submission – 10%

	Week 17 (10%)	Week 18 (5%)
Project Submitted		

A
(Out of 10%)

B. Project Quality – 25%

ATTENTION:
Each item is allocated 0 to max% mark i.e. if max% is 10% your mark will range from 0 to 10%.

i.	User Experience i.e. of ease of use	– 05%	☐
ii.	App functions meet its purpose	– 10%	☐
iii.	Quality look and feel e.g. Widget layout, colour label, error check, display of error and warning messages, adequate prevention from performing undesired actions etc.	– 10%	☐

B
(Out of 25%)

C. Features Implemented in Submitted Project – max. 65%

ATTENTION:
No mark will be given to features implemented in the Restaurant List and features not relevant to the application.

Each feature is allocated 0 to max% mark i.e. if max% is 10% your mark will range from 0 to 10% based on application relevancy and implementation quality.

If project proposal is not according to project theme (see proposal template), then the mark allocated is 85% of C.

If features (allowing some changes) are not according to submitted proposal e.g. new proposal, then the mark allocated is 85% of C.

iv.	Basic UIs	– 05%	☐
v.	Splash Screen Only	– 05%	☐
vi.	Using Explicit/Implicit Intent	– 05%	☐
vii.	Using Telephony	– 05%	☐

C
(Out of 65%) or (Out of 65%) * 0.85

(Call using app with dynamic phone number
e.g. from contacts and database etc. Explicit telephone number
entry is not counted)

viii.	Using Telephony (receive using app)	– 05%	☐
ix.	Using Media Player (play music)	– 05%	☐
x.	Using Social Media (Google API)	– 05%	☐
xi.	Using Text-to-Speech	– 05%	☐
xii.	Using SMS (send & receive using app)	– 10%	☐
xiii.	Using Broadcast Receiver for Multiple Alarm	– 10%	☐
	(Allow to set more than one alarm time the same time)		
xiv.	Using Splash Screen with music	– 10%	☐
	or with Text-to-Speech		
xv.	Using Web View with dynamic link	– 10%	☐
xvi.	Using Speech-to-Text	– 10%	☐
xvii.	Using SQLite	– 10%	☐
	(Create own data structure - Read/Write/Delete; 5% for no Delete)		
xviii.	Using Custom Broadcast Receiver	– 15%	☐
	(i.e. built-in system Broadcast Receiver not counted)		
xix.	Using Service	– 15%	☐
	(playing music at background not counted)		
xx.	Using Local Phone book (Read/Write/Delete)	– 15%	☐
xxi.	Using Local Phone Calendar (Read/Write/Delete)	– 15%	☐
xxii.	Using XML/JSON Parsing	– 15%	☐
	(Using Firebase API calls not counted)		
xxiii.	Using Accelerometer	– 15%	☐
xxiv.	Using Compass	– 15%	☐
	(must be incorporated into map i.e. map will rotate whenever phone rotates)		
xxv.	Using 2D Graphic (Use of graphic function calls)	– 15%	☐
xxvi.	Using Bluetooth Connection	– 15%	☐
xxvii.	Using Camera (Read/Write/Delete)	– 15%	☐
xxviii.	Using Face Detector	– 15%	☐
xxix.	Using Client/Server (send & receive) e.g. Firebase	– 15%	☐
xxx.	Using Barcode/QR Scanning (read & save data)	– 15%	☐
xxxi.	Using Google Geofencing	– 15%	☐
xxxii.	Augmented Reality(AR)/Artificial Intelligence(AI)	– 15%	☐

Weekly Progress Record

Week	Description of Work Done	Lecturer Signature
12		
13		
14		
15		
16		
17		

-END-