**2018/19 S2 – Mini Project Proposal**

**Admin No.** :

**CA3** 10%

**Name.**  :   
  
**Module Class**: **Marks** :

**SECTION ONE – 20%**

A. Proposal Submitted On Time

|  |  |  |
| --- | --- | --- |
|  | **Submitted by 28nd Dec 2018, 5pm (20%)** | **Submitted after 28nd Dec 2018, 5pm (0%)** |
| Proposal Submission |  |  |

**SECTION TWO – 80%**

Application Title:

**Project Theme:**

**Choose one of the project theme below:**

**Samsung – Solve for Tomorrow**

1. Active Ageing – develop solutions to help the elderly to lead active and dignified lives in their silver years.
2. Healthcare – create solutions to encourage Singaporeans to lead healthy lifestyles.
3. Social Integration – propose solutions to foster a caring, gracious and inclusive society.
4. Environment – propose solutions to address environmental issues that affect the world we live in.

**LHL Smart Nation Award**

1. Smart Mobility – create a more seamless transport experience through new travel options and greater access to real-time transport information.
2. Smart Living – improve daily living in our homes through smart devices.
3. Smart Health and Wellness – deliver better healthcare services and wellness applications for seniors and citizens through effective use of information technology.
4. Digital Services – improve government operations and service delivery through technology.

**COGITO Ideation Challenge**

1. Environment - Come up with solutions to address environmental issues that affect the world we live in.

B. Application Description

(Briefly describe your concept in terms of how end user uses the application.)

(Attach some images of your application view. You can update this portion when your application has completed)

C. What makes the application compelling

(Please describe why do you think users would be find your application cool or useful)

D. Target Market Segment

(<Consumer / Business> If the market segment is Consumer, what is the age group and profile of the “end –users”)

E. Technical Aspects

(Please give a brief description of your high level technical approach to implement this application. Please refer to Appendix for different technical aspects can assist you in implementing your application features. The amount of technical aspect uses in your application will greatly affect the final score of you project marks. Please check with your lecturer if you have any query.)

APPENDIX

Technical Aspects

1. Basic UIs – 05% ⬜
2. Splash Screen Only – 05% ⬜
3. Using Explicit/Implicit Intent – 05% ⬜
4. Using Telephony – 05% ⬜

(Call using app with dynamic phone number

e.g. from contacts and database etc. Explicit telephone number

entry is not counted)

1. Using Telephony (receive using app) – 05% ⬜
2. Using Media Player (play music) – 05% ⬜
3. Using Social Media (Google API) – 05% ⬜
4. Using Text-to-Speech – 05% ⬜
5. Using SMS (send & receive using app) – 10% ⬜
6. Using Broadcast Receiver for Multiple Alarm – 10% ⬜

(Allow to set more than one alarm time the same time)

1. Using Splash Screen with music – 10% ⬜

or with Text-to-Speech

1. Using Web View with dynamic link – 10% ⬜
2. Using Speech-to-Text – 10% ⬜
3. Using SQLite – 10% ⬜

(Create own data structure - Read/Write/Delete; 5% for no Delete)

1. Using Custom Broadcast Receiver – 15% ⬜

(i.e. built-in system Broadcast Receiver not counted)

1. Using Service – 15% ⬜  
   (playing music at background not counted)
2. Using Local Phone book (Read/Write/Delete) – 15% ⬜
3. Using Local Phone Calendar (Read/Write/Delete) – 15% ⬜
4. Using XML/JSON Parsing – 15% ⬜

(Using Firebase API calls not counted)

1. Using Accelerometer – 15% ⬜
2. Using Compass – 15% ⬜  
   (must be incorporated into map i.e. map will rotate whenever phone rotates)
3. Using 2D Graphic (Use of graphic function calls) – 15% ⬜
4. Using Bluetooth Connection – 15% ⬜
5. Using Camera (Read/Write/Delete) – 15% ⬜
6. Using Face Detector – 15% ⬜
7. Using Client/Server (send & receive) e.g. Firebase – 15% ⬜
8. Using Barcode/QR Scanning (read & save data) – 15% ⬜
9. Using Google Geofencing – 15% ⬜
10. Augmented Reality(AR)/Artificial Intelligence(AI) – 15% ⬜

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