

Android Project Demo Guidelines

You are supposed to showcase both technical and presentation skills.

1. Duration:

- **Total time:** 15 minutes
 - **10 minutes** for presentation/demo
 - **5 minutes** for Q&A

2. Presentation Structure

A. Introduction (2 minutes)

- Briefly introduce yourself and your team.
- State the **project title** and **problem statement**.
- Explain **why** you chose this idea — what real-world problem does it solve?

B. System Overview (3 minutes)

- Describe your **app's concept and objectives**.
- Show a **high-level architecture or flow diagram** (e.g., using a simple block diagram).
- Mention key components (Activities, Fragments, APIs, Databases, etc.).
- Specify which parts are done in **Kotlin** and any Android libraries/frameworks used.

C. Live Demo (5 minutes)

- Run your app on an **emulator or physical device**.
- Demonstrate key features step by step:
 - Launch screen
 - Navigation and UI design
 - Core functionality (input/output, data handling, etc.)
 - Any standout features (notifications, sensors, API integration, etc.)
- Show the app's **stability and usability**.

D. Technical Highlights (2 minutes)

- Explain your **development process**:
 - Android Studio setup
 - Kotlin code snippets (optional, 1–2 slides)
 - Challenges faced and how you solved them (e.g., debugging, layout issues, permissions).
- Mention any **external libraries, APIs, or Firebase components** used.

E. Conclusion (1 minute)

- Summarize your work.
- Share what you **learned** and possible **future improvements**.

3. Presentation Format

- Use **slides (max 6–8)** to support your explanation:
 1. Title & Team Details
 2. Problem Statement & Objective
 3. System Architecture / Flow
 4. App Screenshots / Demo Flow
 5. Technical Stack & Tools Used
 6. Challenges & Learnings
 7. Conclusion / Future Scope
- Keep slides **visually simple** (no large text blocks).
- Use screenshots or diagrams wherever possible.

4. Technical Preparation Tips

- Ensure your **project runs without errors** on the demo device.
- Keep an **APK backup** or **screen recording** in case of runtime issues.
- Test your app in both **portrait and landscape** modes.
- If internet-dependent, check your **Wi-Fi connection** beforehand.
- Practice screen sharing (if presenting online).

5. Evaluation Criteria (Suggested for Rubric)

Criteria	Description	Marks
Concept & Relevance	Clarity and originality of the idea	1
Design & UI	Visual appeal, layout consistency, usability	1
Functionality	Working features and stability	2
Technical Depth	Use of Kotlin, Android components, APIs	2
Presentation Skills	Clarity, confidence, structure	1
Innovation & Future Scope	Creativity and potential improvements	1
Q&A Handling	Understanding of technical aspects	2
Total		10