

Assignment Two: Team Project

Total Marks: 100

Course Weighting: 35%

Due Date: : 7:00 pm, 13 Nov, 2017

### Projcet Idea

* Name your project team and application.

The name of our team is "super star" and this application is called "to save money".

* The background to the application:
  + The aim of the application

The main aim of this application is to help the user to find the discount information easily and quickly.

At present, there is no similar applications, most of us know these discount information by recieving lots of junk mails or advertisement sheets We have to filter these information all by ourselves, it's quite inefficient. So this application is supposed to give the consumers a much better experience of shopping.

* + Source

As there is no such application, this assignment does not extend existing application.

* The target audience.

Adults

* The proposed **total** cost of application.

|  |  |  |  |
| --- | --- | --- | --- |
| **Process** | **Time used (hours)** | **Cost per hour** | **Cost** |
| ***Preparing*** | 5 | $ 30.00 | $ 150.00 |
| ***Analysing*** | 5 | $ 30.00 | $ 150.00 |
| ***Designing*** | 10 | $ 30.00 | $ 300.00 |
| ***Coding*** | 30 | $ 30.00 | $ 900.00 |
| ***Testing*** | 15 | $ 30.00 | $ 450.00 |
| ***Collecting Information*** | 10 | $ 30.00 | $ 300.00 |
| ***Total*** | | | $ 2250.00 |

Table 1 cost of application

* The development time needed to build an initial version.

As Table 1 shows, the process of development include the following steps:

* Preparing for idea 5 hrs
* Analysing idea 5 hrs
* Designing 10 hrs
* Coding 30 hrs
* Testing 15 hrs
* Collecting information 10 hrs

So, total hours for building an initial version would be 75 hrs.

### Design and architecture

* Design for the implementation of a prototype.
  + Storyboard of your app. Draw diagram. Take photo and submit an electronic copy.

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* + Overall architecture design. Draw diagram. Take photo and submit an electronic copy.

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* + Discussion of technologies to be used.

Json????

present():

We use present() method to pass the product object from ViewController to the DisplayViewController.

We use URLSession and establish dataTask to show online images.

We use apis of MapKit to show the location of the sellers.

* + What iOS versions will support E.g. iOS 8 and higher.

??????

* + Which platform will support? E.g iPhone, iPad or both.

??????

* A work plan
  + Youfa will implement the product list page

Yixin will implement the product detail page and the map page

* + Who need skill upgrade to get the job done?

??????

* + The way for our team reaching agreement

Discuss face to face, or through the Email, the app of WeChat.

* + Negotiation and collaborations.

Negotiation: at first, Yixin suggest we should use the coredata to store the discount information, however, Youfa maintain that using json we can get the online data, it can be updated easily, this is more flexible and more useful for a real application. So finally we choose to use json as our source data.

Collaborations: we use github, url: xxx to manage our code. Youfa commit on the master and Yixin commit on the xxx branch. We would pull the code from the other’s branch when it is necessary. For example, after youfa commit the method to pass the product info from ViewController to DisplayViewController, Yixin would pull from the master and go on coding based on product info.

* A risk assessment plan – an outline of the key technical, business, or implementation risks and how these risks are to be mitigated during the course of development.

???????

### Team reflection

From xxx

Question1: Do you like the idea?

very good

Question2:Is this application easy to use?

no

Question3:Do you think it will help you to save money?

No, because I never buy things because they have disdount.

Question4:What kind of discount product do you need?

Bread, redWine, tickets.

Question5:Do you need to filter products from the range of map?

Yes, but the label of “brand” should change to “seller”

“brand” make me confused.

And the filter bar should be put at the bottom of the table.

From xxx

Question1: Do you like the idea?

good

Question2:Is this application easy to use?

very easy

Question3:Do you think it will help you to save money?

No, actually , many of them are not necessary, I don’t have to spend the money on them.

Question4:What kind of discount product do you need?

Clothes, shoes.

Question5:Do you need to filter products from the range of map?

Yes

### Checkpoint 2 – Project Proposal and Application Design

Prepare a short document 3-4 pages design document containing the following:

* A design for the implementation of a prototype. You should discuss the alternatives you considered and the reason for your choices.
  + Storyboard of your app. Draw diagram. Take photo and submit an electronic copy.
  + Overall architecture design. Draw diagram. Take photo and submit an electronic copy.
  + Discussion of technologies to be used.
  + What iOS versions will support E.g. iOS 8 and higher.
  + Which platform will support? E.g iPhone, iPad or both.
* A work plan
  + A list of activities needed to build the prototype and who is going to do what. E.g. Jane will implement home page (UI), Jack will implement setting page (UI) and they will do graphic design together.
  + Who need skill upgrade to get the job done?
  + How did your team reach agreement?
  + Are there any negotiation and collaborations? Take short examples.
* A risk assessment plan – an outline of the key technical, business, or implementation risks and how these risks are to be mitigated during the course of development.
* Please show it to your lecturer during the class for review.
* Please update it based on your lecturer's suggestion.
* Please ensure that the report is one coherent and consistent document (PDF).
* You need to submit the above pdf file to Moodle by the due date of Assignment 3.

### Check Point 3 – In Class Check up On Progress

Lecturer will review progress of each team and make sure projects are on track and that scope is appropriate for time available.

### Check Point 4 – Evaluate

Write a survey.

Invite 2 other team members to give you feedback. Submit 2 original surveys in PDF for each team.

### Final Submission

For this project milestone you will need to upload to Moodle:

* All documents/pdf mentioned in Check Point 1, 2, 3 and 4.
* A copy of your project’s source code.
  + An extra document containing:
    - Time sheets
    - Who did what
    - Any third party libraries did you use in the app? Give the links of the libraries. Any risks to use this library? Any known issues on the libraries?
  + Your final presentation slides.

### Final Presentation

* The final presentation will summarise the project in 5 minutes and will include, but is not limited to:
  + Run your application on simulator and show it to everyone.
* A code walkthrough to show the audience how the program works - A team reflection:
  + What worked, what did not work
  + How the team worked together
  + What could have been done better

**Mark Criteria:**

|  |  |
| --- | --- |
| **Task** | **Marks** |
| Documentation   * Project idea (5 marks) * Design and architecture (5marks) * Team reflection (5 marks) | 15 |
| iOS Project   * Adoption of best-practice development techniques (30marks) * Appropriate code neat (5 marks) * No crash and exceptions (5 marks) * complexity (35 marks) * Support on both iPhone and iPad (10 marks). If support iPhone only, 5 marks will be given. | 85 |
| **Total** | 100 |

# SUBMISSION DETAILS

Please submit a zip (or similar archive) of your project, including your project documentation (word document, power point etc).

# IMPORTANT:

Your app will be tested on the simulator below. This is the only device your application will be tested on. You should ensure that it runs as expected on the stated simulator:

* + iPhone 6s Plus
  + iPhone 6s
  + iPhone 6 Plus
  + iPhone 6
  + iPhone 5s
  + iPad 2
  + iPad Air
  + iPad Air 2
  + iPad Pro
  + iPad Retina

# LATE ASSIGNMENTS:

* + Assignments submitted after the due date and time without having received an extension through Special Assessment Circumstances (SAC) will be penalised according to the following:
  + 10% of marks deducted if submitted within 24hrs of the deadline
  + 20% of marks deducted if submitted after 24hrs and up to 48hrs of the deadline
  + 30% of marks deducted if submitted after 48hrs and up to 72hrs of the deadline

No grade will be awarded for an assignment that is submitted later than 72hrs after the deadline. Students submitting assignments after the due date and time will be ineligible to resubmit a failed assignment.

# SPECIAL ASSESSMENT CIRCUMSTANCES

A student, who due to circumstances beyond his or her control, misses a test, final examination or an assignment deadline or considers his or her performance in a test, final examination or an assignment to have been adversely affected, should complete the Special Assessment Circumstances (SAC) form available from

Student Central.

Within any semester, a student may have only one SAC per course.

When requesting an SAC for an assignment, the SAC form must be submitted (along with work completed to date) within the time frame of the extension requested; i.e. if the Doctor’s certificate is for one (1) day, then the

SAC form and work completed must be submitted within one (1) day.

# HAVE A QUERY? WANT TO IMPROVE YOUR WORK?

You could:

* + Talk it over with your lecturer or programme director.
  + Visit Te Puno Ako or Maia for learning advice and support.
  + Visit the Centre for Pacific Development and Support.
  + Contact USU Advocate for independent advice.
  + For contact details and more information, go to [www.usu.co.nz](http://www.usu.co.nz/)