FACULTY OF SCIENCE AND ENGINEERING SEMESTER 2, 2018

IAB330: Mobile App Development

Assignment 3: App Prototype

Due Date: Friday, 2nd Nov 2018, 11:59 pm

Assignment submission as a team through Blackboard Weight: 50%

You must sign below. By signing this form, you agree to the following: We declare that all of the work submitted for this assignment is our own original work except for material that is explicitly referenced and for which we have permission, or which is freely available (and also referenced) The assignment shall be conducted in a team of 3-4 students, each team member must sign, as it is a formal agreement that represents that everyone is contributing to the whole assignment.

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| --- | --- | --- |
| **Chosen Project Name:** | | |
| **Team Member Details** | | |
| **Student Number** | **Student Name** | **Signature** |
| N10310827 | Sven Andabaka |  |
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# Task 1: Final Prototype (30 marks)

*Submit the final version of your mobile application (developed using Xamarin).*

*Submit the source code via a Git repository link that is publicly accessible.*

*Your source code should compile on the lab environment (Android project, Visual Studio 2017 on Windows) and run in the Android emulator. If your app needs additional packages, please provide a list of the required packages and their versions. We recommend to use cloud-based services for any remote databases, as opposed to local ones for better evaluation of your code and app functionality by the teaching team.*

# Assessment 3: Task 2 – Report (10 marks)

## User Stories

*Provide a revised list of your MVP user stories from Assignment 2 and indicate their implementation status. Include any nice-to-have features you may have implemented. If you did not manage to complete the MVP implementation, explain how you intended to implement the missing features.*

## User Interface

*Include screenshots of the primary screens of your app, and explain their functionality.*

## Software Architecture

*Provide a diagram (e.g. UML) of your entire software architecture. Discuss how your architecture changed/evolved compared to the one proposed in Assignment 1 during the implementation process. Explain the reasons behind the changes and what factors influenced the evolution of your software architecture.*

## Testing and Quality Assurance Strategy

*Explain which testing methods you used and how you applied them in order to assure the quality of your app.*

## Reflection on Learning

*Summarize the faced challenges and difficulties and how your team resolved them. Focus on technical, project management, design and/or teamwork challenges. Elaborate on what you learned during this semester as a team.*