Hong Kong Community College
SEHH3165 Mobile Apps Development
Semester Two 2021/2022
Assignment 2 [Group]

1. **Introduction**

This project aims to apply what you have learned in this course in real-world situations. You need to choose a problem and write a mobile application to tackle it. Your scores will be given based on mainly the difficulty, originality, and practicality of the problem solved.

2. **2 Group Formation**

Each group should consist of 4 to 6 members.

3. **Evaluation Criteria**
   3.1 Originality and practicality (10%)

   - You should work on a problem from a given category which will be announced on MOODLE right after the group formation is confirmed.
   - Your application should be useful in real-world situations. It should be useful on its own. The content of your application should be coherent. It would be better if you could describe how the application could be useful in your own situations.
   - The following apps are not accepted:
     - Web app: app use webview linking to various website showing webpages.
     - N-in-1 game: copy 2048, flappy bird, or other source-code available tiny games into one.
     - Student related school service: app provides bus info, library info, room booking service etc.
     - POS/ERP/CRM/MIS: app for companies
   - The following apps are accepted:
     - Health/fitness related, utility app, game developed from scratch without copying (The rule of the game can be copied), education/self-learning related, finance/expense related, mindful related, calendaring, fortune teller etc.

   3.2 Degree of completeness (40%)

   - Your project will be evaluated based on how many techniques related to this course your application involves. Below lists the grading for different degree of completeness:

Grade	Possible techniques in mobile application
Excellent	Professional layout design with various components and well-planned java program using object-oriented approach with functions and comprehensive information that can fulfill the about most of the requirements of a mobile application.
Good	Good layout design with appropriate components and good java program with well-defined functions and sufficient information that can fulfill the about half of the requirements of a mobile application.
Satisfactory	Certain layout design with components and customized java program with functions and information that can fulfill the about half of the requirements of a mobile application.
Marginal	Simple layout with some components and simple customized java program with some functions and information that can fulfill the few requirements of a mobile application.
Minimum	Simple layout with barely limited components and barely customized java program with very limited functions and information that cannot fulfill the full requirements of a mobile application.

   - Your application should work properly. It is expected to handle reasonable errors.

- Good app example (good grade):
    - An entertainment app (The rules of game are based on some existing app)
    - Well design layout with consistent colors, icons, and organization of screens/functions
    - Animation and audio features
    - Rich in content: more than 50 game levels with detail/unique content (not copy from Internet)
    - High degree of originality using the technique learned from lessons or online tutorials
    - High degree of completeness that all members love to play without hesitation

3.3 User interface (10%)

- For example: ease of use, content correctness, clear instructions and output, whether the program handle reasonable inputs properly.

3.4 Video Recorded Group Presentation with pre-recorded app demo (20%)

- The <u>video recorded</u> group presentation should explain and demonstrate the project application clearly and concisely. It should contain all required content.

3.5 Individual Report (10%)

- The individual report should demonstrate your understanding and effort on the project application and source code.
- You may point out the difficulties encountered by the member and explain how to solve the difficulties.
- You should state what has been learned and how this can help you in the future.
- Each member has to write a report with at most 500 words (Should not explain program codes).
- Mind the writing and format of the report.

3.6 Peer Evaluation (10%)

- You should give a fair assessment about yourself and your peers as well as reporting free-rider.

4. **Video Recorded Group Presentation with pre-recorded app demo on YouTube**
   Each group should prepare a 20-minutes <u>video recorded</u> presentation + app demo. Exceeding the time limit will lead to score penalty. Each member should have similar amount of time for presentation.

   The presentation should include the following parts:

    - Title: Use a title to briefly describe your application.
    - Membership: List the names and student IDs of your group members.
    - Practicality: Explain why your application is useful in real-world situations.
    - Features: Describe the main functions of your application. Do a demonstration for the main features.
    - Difficulty: List those skills covered in this course that you have used and explain why you need to use them.
    - Work division: List the tasks performed by each member.
    - Write also the estimated percentage of workload for each member.
    - Demonstration of your app
    - Each member must present
    - You may use Zoom/MS Teams/OBS to record the presentation

   Important note: The presentation is a crucial guide for grading. It is used to evaluate your project.

5. **Group report**
   - Each group is required to submit a group report which is an elaboration of the presentation parts above.

6. **Peer assessment**
   • Each student is required to fill in the peer evaluation form for the group project.

7. **Submission**
   • Each group is required to submit the following by the stated deadlines.
      – Source code: Android studio project [in zipped format]
         ▪ If zipped file > 100MB, submit the share file link
      – Group project report [in pdf format]
      – Video 20-min recorded presentation (shared via YouTube)

8. **Correspondence**
   • Correspondence between the instructor and students are made mainly through HKCC emails. Therefore, check your HKCC emails often.

9. **Plagiarism Policy**
   • Your project should represent the work of your own group. Do not include in your project any code not written by your group members.

   Warning: Plagiarism cases will result in zero score for the project. Serious cases will be referred to further disciplinary actions.