# CS396 – Mobile Application Development

## Class Project

Name: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Due: 16 May Date Received: \_\_\_\_\_\_\_\_\_

* 0th Deliverable due 12 Mar
* Project Design Doc 21 Mar
* Prototype due 04 Apr
* Beta 16 Apr
* Final Project due 16 May

**0th Deliverable (12 Mar):** (10 points) Email me your application idea. Your description can be vague at this point, but I want evidence that you have been thinking about your project. Specify which device(s) you will be implementing your project for. Detail features you’re most concerned about. Give a rough schedule of features expected and when they will be complete.

**Project Design (21 Mar)**: (40 points) You must come up with your own design document. This includes a good description of the project (at least three paragraphs), all class hierarchies (students who have taken CS373 should include ADTs) and other design documentation. Also specify which devices your application is targeting (e.g. iOS – iPad, iPhone, iPod Touch, …; Android – give the API level and some devices that support that API; Win – give the version and devices: phone, Windows 8, …) and why you’re targeting those devices. Give details on supporting architecture (e.g. web servers, database systems, network communications, …). Further, you will give a schedule in this document listing what features are complete and when each non-complete feature will be completed. Note, the specification can (and likely will) change over the course of the project. Be sure to document all changes to your specification as it evolves. Finally, discuss how the *carry principle* affects your application design and functionality. A rubric will be available soon.

**Project Prototype (04 Apr):** (20 points) You need to have a design for your interface at this point. The prototype should be working on one device (or emulator), though the functionality will not need to be there. That is, any images, text boxes, or buttons should be displayed, but those don’t need to do anything.

**Beta (16 Apr)**: (30 points) Each student will demo a beta version of their project during class. Students will be assigned “group 1” and “group 2”. During each group’s beta time, students in the other group will visit each application to view progress.

**Final Deliverable (16 May):** (100 points) There are three parts: First, the project itself must be in your [\\cs1](file:///\\cs1) folder. Second, you are required to turn in a write-up of the project, documenting personal experiences in the project. This should include: design and implementation details (especially changes from the functional specification) and a list of concepts used in the project from class. Finally, you will give a class presentation of your work. Rubrics for these will be available soon.

Project:

* You can design your own project, but it must be approved by the instructor before the first deliverable is due (via email).
* Guidelines for your project: Class hierarchy, user interaction (e.g. flicks), handling device orientation, multimedia, file/data storage, internet/GPS
* Extra credit for taking advantage of device capabilities (e.g. calendar, address book, accelerometer, camera, Siri)

Example projects:

* 1. Any kind of video game
  2. Write an audio/video player
  3. Write an email client
  4. Find a client who needs a mobile app