

WĀHANGA TORU - COMPONENT 3:

APPLY THE MOBILE DEVELOPMENT PROCESS

[40%]

NGĀ AROMATAWAI | ASSESSMENT DETAILS

The case study is assessed in **TWO** parts.

PART ONE: DESIGN A PROTOTYPE APP FOR THE CLIENT

Design an android application for a given case study. The details of the Case Study will be supplied later when an external client has been sourced - refer to Part One for details.

PART TWO: IMPLEMENT AND PRESENT THE APP TO THE CLIENT

Implement your designs to android standards and mobile concepts, and present your app to the client - refer to Part Two for details.

GROUP ASSIGNMENT AND GROUP WORK RESPONSIBILITY

Organise yourself into groups, however, you may be assigned to a group by your tutor. The lecturer will let you know how many in a group. Each group member is:

- responsible for participation and completion of the assignment.
- will demonstrate competency to the tutor during the assessment.

The tutor can request justification of the *Group Assignment Declaration* form if a group member is unable to demonstrate competency to the tutors satisfaction.

INTRODUCTION

The aim of assignment is to apply the Mobile Development Process to a Case Study by:

- Applying the UCD approach for App development according to specifications.
- Implement the App for delivery and deployment.
- Presenting the App for approval.
- Applying the mobile development process to an industry client problem

To provide industry practice students shall engage with an industry based client to produce a working prototype solution. We understand that clients are forward with their ideas, and it is the role of the mobile app developer (the group) to negotiate and communicate with the client.

PART ONE: DESIGN A PROTOTYPE APP FOR THE CLIENT

[15 MARKS]

DESCRIPTION AND DETAILS

Design an Android Application for a given Case Study to specification. The details of the Case Study will be supplied later when an external client has been sourced. The main purpose of the assignment is to apply the Mobile Development Process. The process consists of:

- Designing an App to meet specifications.
- Present the designs to a client.
- Apply the User Centred Design approach.
- Modify the design according to client feedback.

WHAT TO DO

To further understand what is required you will need to be aware of the following:

- Organise a Group
 - This will be decided by the tutor.
- Assign Group Dynamics and Roles. You will need to organise group members for the following roles and allocate workload appropriate so that each member contributes a fair amount towards the assessment.
 - Group Leader
 - Graphics and UI Designer
 - Core Programmers
 - Documentation Specialist (Presentation, Training Video resources)
 - Presenters
- Produce app designs. Designs should include
 - Splash Screens (Including Advertising)
 - Main/Home Screen
 - Conformance to Android Design Standards and Mobile Design Concepts
 - Use of features and components
 - Usability, Interaction and Navigation (HCI concepts)
 - UI Design and Appearance follows good design practice
- Presentation to Client
 - All group members will be assessed on group participation and presentation to the client. It is important that all group members participate and have been assigned roles. Roles are as follows:
 - Main Presenter
 - Second Presenter (or supportive presenter)
 - Note Taker (record ideas and changes)
 - Specifications Specialist (clarify that all specifications have been met)

TASKS TO COMPLETE

Your task is to design a Mobile App for an industry based client. A list of tasks to be completed are as follows:

	TASK	CHECK
1	Read the Powerpoint on <i>Academic Miss-Conduct and Plagiarism</i> .	
2	Organise yourself with a group, however, you may be assigned to a group by your tutor.	
3	Download the necessary resources from the Moodle Website.	
4	Familiarise yourself with the component details, due date(s), what is required and deliverables.	
5	Decide group dynamics and assign roles.	
6	Design and create Prototype Designs according to specifications.	
7	Present your designs to the Client using the UCD approach.	
8	Consolidate designs according to client feedback.	
9	Refer to the <i>Group Assessment Declaration</i> section if group members have not contributed equally	

WHAT TO SUBMIT

Must submit the following:

Part One

1. Demonstrate your prototype design to the client
2. Upload your demonstration resources to moodle

MARKING SCHEDULE

MARKING CRITERIA

	DESCRIPTION	MARKS
1	Prototype Designs	20
2	App Concept	20
3	Completion of Requirements	20
4	Presentation Performance	20
5	Overall Impressions	20
	Sub Total	100
6	Prototype Design Quality	70
7	Navigation Diagram	30
	Sub Total	100
	Total	200
	Graded (out of)	100
	Weighting	15

PART TWO: IMPLEMENT AND DELIVER A PROTOTYPE APP FOR THE CLIENT

[85 MARKS]

DESCRIPTION AND DETAILS

Implement and present an android application for a given case study to specification. From Part One implement the prototype designs to deliver an android app. Part Two of the assignment is to continue with the Mobile Development Process. The process consists of:

- Converting designs to implementations.
- Use android libraries and features.
- Implement mobile development concepts.
- Implement android standards.
- Present and deliver app to client.
- Provide training resources for app.

WHAT TO DO

To further understand what is required you will need to be aware of the following:

- Assign Group Dynamics and Roles. You will need to organise group members for the following roles and allocate workload appropriate so that each member contributes a fair amount towards the assessment.
 - Group Leader
 - UI Implementation
 - Core Programmers
 - Training Video's
 - Information/Data gatherers
 - Any other roles required for the case study
- Produce app. Apps should include
 - Splash Screen (for advertising)
 - Main/Home Screen
 - App Icon
 - Disclaimer
 - An *About* which profiles the client, group and the apps specifications
 - Forms of usability and navigation
 - UI appearance follows good design practice
 - Any other features required for the case study
 - Supporting videos to use the app
- Presentation to Client
 - All group members will be assessed on group participation and presentation to the client. It is important that all group members participate and have been assigned roles. Roles are as follows:
 - Main Presenter
 - Second Presenter (or supportive presenter)
 - Resource specialists
 - Assistants (assist client with app usability and resources)

TASKS TO COMPLETE

Your task is to design a Mobile App for an industry based client. A list of tasks to be completed are as follows:

	TASK	CHECK
1	Read the Powerpoint on Academic Miss-Conduct and Plagiarism.	
2	Work with your assigned group to produce the app.	
3	Download the necessary resources from the Moodle Website.	
4	Familiarise yourself with the component details, due date(s), what is required and deliverables.	
5	Decide group dynamics and assign roles.	
6	Create the app according to specifications.	
7	Present your app to the Client.	
8	Provide training resources for the app	

WHAT TO SUBMIT

Must submit the following:

Part One

1. Present app to client
2. Upload your presentation resources to moodle
3. Upload the app to moodle
4. Upload the installation pack to moodle
5. Upload training videos to moodle

MARKING SCHEDULE

MARKING CRITERIA

	DESCRIPTION	MARKS
1	App Complexity (refer to <i>Client Specifications</i> document for grade)	55
2	App tested and deployed to device	5
3	App Navigation Diagram	5
4	Series of 20 second training videos	10
5	Presentation to Client	10
	Total	85
	Graded (out of)	100
	Weighting	85

GROUP ASSIGNMENT DECLARATION

The purpose of this section is to promote fairness and collaboration of group work. The conditions of this section are as follows:

- Each group member shall complete the following information and send/submit to the tutor.
If you DO NOT complete this declaration then:
 - You agree to the final marks being distributed evenly amongst group members and each group member is awarded the same marks
 - You waive your declaration and accept any other group assignment declarations submitted
 - If no group members submit a group assignment declaration form then all group members agree to the final marks being distributed evenly amongst group members and each group member is awarded the same marks
- In the event where a group member or group members are unable to demonstrate competency during the demonstration session then the tutor shall request for this section to be completed
- All information will be kept private and confidential and members affected will be consulted by the tutor

WHAT TO DO?

- Email the tutor with the following information
 - RE: Allocation of Marks for [*Name of Component*]
 - Name of the Group Member and the percentage they have contributed – including yourself

Example:

Subject: RE: Allocation of Marks for [*Name of the Component*]

Message: This is [*Mathew Damien: ID 100000000*] for COMP709: Mobile Applications Development

The following group members including myself have contributed towards the case study as follows:

William Smith: ID 10000200: 45%

Mathew Damien: ID 100000000: 55%

Thank you

- If just cause has been found that a member or members has/have not contributed sufficiently towards the assessment then marks will be graded on a ratio percentage of the final mark. The members affected will be contacted by the tutor.