Mobile Development
CA Repeat Assignment

Course	BSCH-MD
Stage / Year	4
Module	Mobile Development
Semester	1
Assignment	Repeat CA
Date of Title Issue	As announced by Faculty
Assignment Deadline	As announced by Faculty
Assignment Submission	As announced by Faculty
Assignment Weighting	50% of module

Marking Penalties

- Files are not submitted as .mp4, .zip and .pdf/.docx : Up to -10%
- Code is poorly commented: Up to -10%
- Code does not follow coding standards: Up to -10%
- Application does not execute or contains major bugs : -20%
- No version control or extremely infrequent commits : Up to - 30%

Project (100%)

Project Aim:

The objective of this project is to design and create an Android app, with the aim of reaching a functional minimum viable product that would be suitable for placement on the Google Android Play Store.
You do not need to place your final App on the play store or any other app marketplace, it just needs to be deployment ready.

Minimum app requirements:

i. Written in Kotlin using the Jetpack compose framework

ii. At least three layouts and the use of an explicit or implicit intent .

iii. The use of one or more sensors (GPS, accelerometer, etc.)

iv. The use of databases or files within the mobile device for persistent storage.

v. The use of version control is required for this project. You

should make commits to your repository at least once a week to show progress.

You need to submit:

- A 5-10 minute long video demoing your app and describing its features. (only mp4 format is accepted).
- Archive of your complete project (only zip format is accepted).
- A full design documentation (only pdf or .docx format is accepted).
- A text document with a link to the git repository

	Marking Criteria	%	Requirements
1	Novelty	10	The concept behind your app should be novel in some form. Try to avoid clones of existing apps. Use novel elements, approaches or design.
2	Usefulness/Entertainment	15	Your application should be engaging or provide a utility. It should have a practical use or provide entertainment for a user.
3	Functionality	25	These marks will assess the basic functionality of the app. Marks will be lost for crashes and any stability issues.
4	Design	25	Design will be assessed on two levels, the coding level, and the presentation and usability of the app. You will not be judged on your personal aesthetics, but on the UI layout, navigation and handling.
5	Speed	10	Is it responsive? Does it transition well between activities? Have you optimized your code?
6	Documentation	15	Your documentation should include your choices for your UI design. Include wireframe diagrams or mock-ups and screenshots. Detail the key choices taken in application navigation, widget layout and position and how they support user interaction. Give a high-level description of your Kotlin code , include small code samples of custom composables/elements.

You should address all the marking criteria in your video.

Submit your software as per the instructions by Faculty. To submit, create an archive in the format MD_Repeat_studentNumber.zip e.g. MD_Repeat_123456.zip. Include a full zip file of your project , a pdf of your documentation and the video presentation in your submission. Note your programs must compile.