Course Project Description

# Overall Project Description

Design and implement a native mobile application for Windows Phone and Windows Store. The application should be **touch-friendly** and should provide actual functionality which users can take advantage of. That is, the **application must be of value to the end** **user** of a tablet or smartphone, enabling them to consume/produce real content. DO NOT make an application for imaginary or unrealistic tasks (unless you are creating a game).

# Requirements

* **(Up to 10 points)** Creativity
  + You application should not be regular blog app or news feed
* **(Up to 15 points)** Value to the end user
  + The application must have a real value to the end user
  + There are too many chat apps, news feed apps, etc…
  + Develop something you will use
* **(Up to 7 points)** Use **custom views**
* **(Up to 6 points)** Use **animations**
* **(Up to 10 points)** Use **four** of the following device APIs
  + Accelerometer
  + Camera
  + Compass
  + Geolocation
  + Capture
  + Connection
  + Contacts
  + Media
* **(Up to 5 points)** Use **Application Storage** (SQLite)
* **(Up to 5 points)** Use some kind of **remote data**. It can be, but not limited to, of the following:
  + Telerik backend services
  + WebAPI REST
  + JAX-RS API
  + Node.js REST API
* **(Up to 6 points)** Use background tasks
* **(Up to 8 points)** **Touch friendly** UI. Fulfill the criteria:
  + Usable UI
  + Fluent user experience
* **(Up to 9 points)** Use notifications to provide feedback to the user
  + Show a message when the user submits data to the app
    - Error message on error
    - Success on success
  + Show messages when the state of the app changes
* **(Up to 9 points)** Use at least four of the following **gestures**:
  + Swipe
  + Fling
  + Pinch close or pinch open
  + Long press
  + Touch or double touch
  + Double touch drag
* **(Up to 6 points)** High-quality code
  + The application code must be separated into consistent and cohesive modules
  + The modules must follow the best practices for developing applications
* (Up **to 4 points**) Validation and Error handling
  + Validation of user input
  + Handling access denials, network issues, etc. and keeping app alive

The **maximum score** for the teamwork assignment is **100 points**.

# Additional Requirements

You are allowed to use any external libraries if you wish.

# Deliverables

Put the following in a **ZIP archive** and submit it:

* A link to a GitHub repository, holding your application
* A brief description of your application

# Project Evaluation

Each **submitted project** will be **evaluated by the trainers**. Evaluation will strictly follow the above requirements.