

Mobile Applications Development

Year 4, BSc (hons) in Software Development

Submission due on Friday December 8th, 2017 at 1pm

Module Project – 60% Weighting

Create a Windows 10 UWP App. The application should incorporate the following elements:

- A responsive UI across the Windows 10 devices. There are some available for testing and this includes the IoT core, mobile devices, tablet and PC. This includes Visual State Management and using available SDKs for individual device types.
- A UI that has been well designed and is fit for purpose. User Experience should be carefully considered while developing the application. The User Experience should be consistent across devices.
- Mobile services for data storage and retrieval. The cloud service does not have to be written in C# to be able to interact with a UWP. The preferred cloud to use is Azure.
- Use of the MVVM design pattern in the development approach.

Submission:

Your App must be submitted to the Windows Store in order to be considered for marking.

You MUST send me an email with

- Your name and Student number
- Link to your github repository for the project
- Your publisher name
- The App name on the store and the **public** link to it.

Be prepared to defend your code.

Notes:

1. Good coding guidelines should be adhered to for this project. This includes UI design, variable naming, comments, use of sub routines and functions.
2. Submit through Git. The repository need to be regularly updated, using many of the features that are available in GIT to keep track of development work, problems arising and solutions implemented.
3. Your submission should include a word document that describes your app and its functionality. If you have submitted to the Marketplace and received a report (good or bad), then this should be included as well.

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Marking Rubric

Marks are awarded under the following headings:

- 15% - User Interface Design
- 15% - User Experience
- 15% - Mobile Services
- 35% - Coding Standard
- 10% - Certification
- 10% - Overall Impression