



SOFE 4640U

Mobile Application Development

Fall 2023

Project: Developing an interactive mobile app

Problem:

You have to develop a mobile app demonstrating the use of:

- Easy to use and interactive user interfaces
- Authentication of users
- Databases
- Maps
- Mobile sensors (e.g., accelerometer, gyroscope etc.)
- Audio and video

Sample Project Ideas:

1. Marketplace app
2. Food ordering app
3. Transportation app
4. Rental app
5. Smart home app
6. House buy/sell app
7. Social networking app
8. AI-powered App

Deliverables:

- **(3 Marks)** A one-page proposal on project description and plan needs to be submitted in Canvas by **October 6**.

Rubrics: Clearly identifying the project components (2)

Explanation on project components covering all the above aspects: easy to use UI, authentication, maps, video, audio, databases (1)

- **(5 Marks)** A progress report with the snapshots of preliminary experiments need to be submitted by **November 6**. At this stage the project can be changed upon providing explanations with results why the initial choice on project was not right. The reasons need to be properly justified in the report. There is no page limit.

Rubrics: A prototype working app (3)

Snapshots on project components covering at least 2 aspects of easy to use UI, authentication, maps, video, audio, and databases. (2)

- **(7 Marks)** Group presentations will take place on **November 29** and **December 4** lecture time. The schedule will be posted closer to these dates. Presentation should contain

1. App design and architecture
2. Demo

Rubrics: A demonstration of fully working app (5)

Presentation on all requirements: easy to use UI, authentication, maps, video, audio, and databases. (2)

- **(10 Marks)** Submission of a zip file in Canvas must contain the following:

1. Presentation slides
2. Source code with proper documentation
3. A final project report explaining the details of the project with results, implementation challenges, and lessons learned (no page limit)

Rubrics: presentation slides (2), source code with proper documentation (3), final project report: details of the project (5), implementation challenges (1), lessons learned (1)

The deadline for submitting the report in canvas is **December 4, 2023 11.59pm**

- **IMPORTANT: The peer review survey will be available closer to the deadline of the project. In the survey, you will be able rate your experience with other team members of the group. The review may affect your final marks obtained for the project.**