

# COMP 422 - Fall 2017

## Final Course Assessment - Demo and Report

This final demo and report will be 40% of the course grade.

### Overview

This assessment requires the design and development of a mobile application, which may only be built using technologies taught during the course.

This demo and report has been perceived as the logical conclusion to the ongoing research, development, and testing that you have conducted throughout the semester. This work will be showcased during the semester in presentations, notably as a conclusion to *DEV Week*, and work posted to the course's Trello group.

Therefore, this final report is an opportunity to outline a detailed summary of the research and work conducted throughout the semester towards your project.

### Report outline

Your group's written report must clearly define and outline each member's contribution to the final course assessment relative to your group's chosen project.

A suggested outline for such a report is as follows,

- Table of Contents
- List of Project Participants
  - include each member's full name, and their defined role in the project
  - outline each member's contribution to the project
- Abstract of the Project
  - a brief introduction of the chosen concept and content for the mobile application
    - brief outline
    - reasons for choosing content and concept
- Project Narrative
  - goals, aspirations for the chosen project
    - in effect, what are you trying to achieve with this project?
    - what did you want to build for your users, and why?
- Design Specification and Considerations
  - outline your project's consideration for the following,
    - original project ideas and concepts
      - any initial concepts (not just the final application)
      - possible datasets
    - inspirations considered for the initial application concept
      - including relevant favourite mobile applications
      - any other relevant design inspirations
    - initial design concepts
      - including sketches, mockups, or prototypes
    - navigation options per view in your mobile application
    - consistency considerations for each view, and the overall mobile application
    - how you responded to feedback and reviews from *DEV Week*

- any changes made to the mobile application?
  - how did these changes impact your mobile application?
- interaction patterns within your mobile application
  - general consistency and interaction patterns considered and used
- general information architecture for your mobile application
- Testing and Iterative Design
  - how have you tested your application relative to the following considerations,
    - any usability testing
    - any unit testing
    - any design feedback and reviews
    - any other relevant testing
- Restrictions, Limitations, and Constraints
  - outline any important restrictions, limitations, and constraints you encountered whilst researching and developing this project
  - what did your project group fail to complete, and why?
  - any missing features or options for this project?
- Conclusion

The above is a suggested outline for your group's project report, and is not intended as a definitive list of points to cover. You will need to tailor your report to fit your project's chosen mobile application.

### **Submission dates & format**

This final assessment report, and any associated material, is due by 2.45pm on Friday 15th December 2017.

Please send me a copy of your final report as a PDF document to the following email address,

- [nhayward@luc.edu](mailto:nhayward@luc.edu)

Any questions, please let me know.