CS 696 Mobile Application Development Fall Semester, 2010 Project Turn-in © 2010, All Rights Reserved, SDSU & Roger Whitney

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Due Dec 16 23:55

The project is due Dec 16. You are to do a demo and turn in the source code in the course repository.

You must add a ReadMe.txt file to your project. The ReadMe file must be a text file, not in any other format. The ReadMe file must contain the name(s) of the people that worked on the project. The ReadMe file must contain a brief description of the project and discuss any non-obvious features. The ReadMe file must indicate which version of the SDK is required by your project and the type of device it will run on. If you use any library or code that is not part of the standard Apple SDK you must indicate which libraries/code you used and provide a reference (link) to were I can read about the library and download it. (Please note that you are turn in working version of the project. If the project has missing files you will lose points, see below.)

Project demos will be done on devices, not on a simulator. For those of you without devices I have iPod Touches and an iPad at the demos. You need to sign up for demos on the course wiki.

I will be running your project on devices. So you should make sure that your project will install and run on a device. In the past some projects would not run because some initialization step was not done. This usually involves the database and typically happens because you added the database to the simulator but your code does not check to see if the database exists. Since my simulator does not have a copy of the database your project will not run on my simulator. You should reset the simulator ("Reset Content and Settings" item in the "iPhone Simulator" menu) and then try running the project on the reset simulator.

Grading

I will grade the project as follows:

Coding Style	15%
Interface compliance with Apple Standards	15%
Demo	20%
Usability, design, bug free, functionality	40%
Detectable memory leaks	10%

What to turn in

A zip file containing your Xcode project.

If you leave out any files and realize this before your assignment is graded you will have to upload the entire assignment to the course portal. **The project must be complete, including the ReadMe.txt file.** If the project is missing required files you will lose 10% of the grade on the project.