In order to obtain a real world experience, teams will have the option of choosing to work with community partners at local non-profits and developing an app that meets their needs.

1. **Milestones**

The milestones for the final project in the class are as follows:

1. 2-page Project Proposal
2. App design
3. Alpha release of the App (demo in class)
4. Beta release of the App (demo in class)
5. Final presentation of the App (demo in class)
6. Submission of project report, slides, app, an user manual

1.1. **Project proposal - 50 points**

This will be developed after an initial meeting with the community partners. The 2-page project proposal will serve as an agreement between the project team and the community partners in terms of what is expected/feasible in the app. Please consult me or the TA’s if you have doubts about what can/cannot be implemented using AppInventor.

1.2. **App Design - 50 points**

The App Design is a two page design document that should help you design the app. In the design document, make a comprehensive list of all the individual components (buttons, labels, etc.) that you may need and their corresponding interactions. Sketches, diagrams, lists, and any other means of communicating a detailed design app are acceptable.

1.3. **Alpha release of the App - 50 points**

In this phase of the project, you are expected to have all the components in AppInventor and have some rudimentary functionality in the App. You will be asked to demo the app in class for a few minutes. In this phase, you should bring up any problems/issues that you may be having.

1.4. **Beta release - 100 points**

For a beta release, the app should be almost done with all the functionality that was listed in the proposal along with any minimal features that were identified by the team or the community partners. Big feature requests should not be made and incorporated into the project without explicit permission of the instructor.

1.5. **Final presentation - 200 points**

The final presentation in class will be in the last week of classes. You should invite your community liaison to attend your presentation. The order of presentation will be identified the week before the last week of classes. Each team will be allotted a maximum of 15 minutes for your presentation with 5 minutes for questions. You will lose points if you go over the allotted time. I suggest that your team practice your presentation multiple times to improve and to time yourselves. The presentation will require a demo of the app and its features.
1.6 Submission of documents and app - 150 points

The grade of the final project will be based on the

1. App developed in collaboration with community partners (50 points)
2. Final report and user manual (50 points)
3. Slides used for the final project demo (50 points)

2 Feedback from community partners (100 points)

In addition to the initial project meeting, you are expected to meet with the community partners at least twice a month to keep them updated on the progress of the app. Any document that you submit to the instructor must be electronically sent to the community liaison as well. The instructor will stay in contact with the community partners to get feedback about the project and will take into account their feedback for the final grade.

3 Peer evaluations (50 points)

To provide an opportunity for students to learn from each other, you will evaluate your team members and provide constructive criticism in a professional manner. The peer evaluations will also form a crucial component of your final grade to weight the team grade based on project effort.