

# GRPF3 : final code and video

## =====overview

In this assignment you will describe your semester-long project in a final project report video; you will also submit your project source code.

## =====grading criteria

### Video (30 pts)

Your video must be narrated and can be up to 5 minutes long. It should tell a complete story of your project:

- Motivation: who is your target user group and what are their needs? Where do existing applications fall short?
- Your solution: a video demonstration of your interface. Focus on conveying the user experience. Make sure your video is complete: it should show all aspects of the interface.
- Implementation: if you feel that your group solved interesting technical challenges along the way, describe your architecture briefly (no more than 30 seconds).
- Evaluation: explain what you learned from user testing. What works, what remains to be improved? What would you tackle next if you continued this project?

Make a video that incorporates your application into situations of use and show the interactions of both your smartwatch and your mobile app. Tie these components together well (think of it as a mini-movie). You can use still images and video. We encourage you to publish your final video on YouTube or other video sharing sites.

### Project Files (10 pts)

Submit a zip file on Hackster containing

- Your Android phone and watch apks & all source code.
- A README on hackster (or github, if you are using github) that explains how to build and run your project.
- For your multiple projects (phone and watch), you may zip each separately then submit each on Hackster, or zip the two together and then submit that.
- If we cannot run your file out of the box, you will be losing a lot of points.

### Final Realized Application (50 pts)

Based on the video and the submitted source files, we will grade the overall success of your class project. We will evaluate:

- Ambition: How compelling / creative / convincing is your final application?

- Completeness and Polish: How much functionality was realized? Are there obvious missing pieces?
- Usability: Does your application respect UI design patterns?
- Utility: How likely is it that your target users would use your application (e.g., if it were for sale on an app store)? Do they derive the promised benefits? At what cost?
- Visual and aesthetic appeal: Does the final application adhere to solid graphic design principles?
- Interaction design: Do the interactions used make sense? Are any unusual interactions explained to the user?
- Proof of need of smartwatches: does your application prove and justify why a smartwatch solution was needed for this problem?
- Adherence to semester theme: Does your application fit within the semester's theme of exploration, travel, and adventure?

=====*submission instructions*

Create a page for your project on hackster. Upload your code and your video onto Hackster, and submit the Hackster URL on bCourses.