INTERFACE PROGRAMMING II FINAL PROJECT: MOBILE APP

Assignment: Work in groups to design and code a mobile interface using Flash or HTML with the goal of becoming either a native mobile application. During the early phases of the project, conduct research, plan, and design the interface. Next, create a working prototype of the mobile application as either a local HTML web site or a Flash movie (.swf). During the final stages, create a mobile web app that can either be deployed as a web app or converted to a native app for a targeted device (either iPad, iPhone, Android tablet, Android phone).

Ideas for potential interfaces:
- **Animated Educational Children’s Book** – create an educational children’s book for a known topic (A,B,C’s, counting, colors, etc.), design the interface, illustrate it, animate it, and code it.
- **Game** – design a simple game. This will require researching advanced ActionScript and testing the code for support on iOs and Andorid devices. For example, converting one of the Waikiki Aquarium pdf anlog games to a digital format.
- **Interactive Informational Interface** – choose a topic of interest, gather content, and design an interface. Topics should be relevant for mobile apps. For example, an app for all public art on the KCC campus. The app would include a map, Photos, brief descriptions of each piece, and audio commentary from KCC ART faculty.

Deliverables, Project Timeline and Important Dates:
- **Week 7** – Project ideas due
  We will have a brainstorm discussion.
- **Week 8**: Creative Brief & Site map due
  We will have an informal critique.
- **Week 10**: Designs are due (2).
  We will have an informal critique.
- **Week 12**: QA Test Day – 1st draft of the fully coded interface is due (Flash version)
  We will have an in-class testing/demo day.
- **Week 14**: QA Test Day – 2nd draft of the fully coded interface is due (Native Mobile version)
  We will have an in-class testing/demo day.
- **Week 16**: Final coded interface is due
  We will have a formal critique.

Purpose/Objective:
- To use current web programming technologies (ie. Flash Actionscript, HTML) to build an expressive, rich interface
- To create the most effective user interface for your targeted audience.
- To defend the conceptual merits of your own designs.
- To meet the needs and deadlines dictated by your client.

Format: There are three major parts to the assignment:
- **Web version**
  - Create a HTML web page promoting the product that includes either a link to the working web app that can be viewed via a standard web browser, or integrate it into the design via an iframe (eg. inside of a photo of a phone).
- **Mobile Version**
  - Working web app, plus (time permitting) a native mobile app, running either via an emulator or locally on your targeted device (options: iPad, iPhone, Android tablet, Android phone).
- **Zipped Files**: Upload all of your final project files to Laulima in the Resources section inside of your team’s folder.