BTEC Assignment Brief

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| Qualification | Pearson BTEC Level 3 National Extended Diploma in Computing  |
| Unit or Component number and title | 17 |
| Learning aim(s) (For NQF/RQF only) | B and C |
| Assignment title | Unit 17 Assignment 2 - Design and develop a mobile app  |
| Assessor | Enter Name of Assessor |
| Hand out date | May 05, 2023 |
| Hand in deadline  | Jun 09, 2023 |
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| Vocational Scenario or Context | You have been tasked to finally build the canteen app after presenting the manager with your improved designs and analysis of what would be the best approach in developing the app e.g., Hybrid, Native or Web Based as you discussed previously

The app needs to have at least 3 screens (these can vary based on your own designs, but it should be something like this) and you need to show it on two different devices (tablet and phone or different phones, or IOS and Android). The first screen is a login, that leads to the menu screen, if the login is successful. The menu screen allows the user to select items that are added to a shopping basket (array of items) so that when they go to the checkout screen all the items are listed there. In the checkout screen there should be a pay button (this does not have to take money or use a real pay system, but it should demonstrate the functionality). When the pay button is pressed the user is presented with a message saying the transaction was successful and then the shopping basket should be emptied, and the user navigated back to the menu screen.  |
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| Task 1 | Design, develop and evaluate the mobile app to meet the requirements outlined in the scenario. You need to

Create a comprehensive design for the mobile app which is suitable for multiple devices and considers alternative aspects of the design. The design should include user requirements, visual designs and technical documentation

Review your design with at least two other people in order to help you refine and improve it

Write a justification of the design decisions you have made showing how they have helped ensure the app will meet the requirements identified in the scenario

Create the app, based on your design . Show it on two different devices (different phones or tablet)

Test the app using a number of different methods including the test plans you created during the design and feedback from users. You should document your tests showing that important problems and errors have been identified and addressed

Gather and analyse feedback on your completed app from other people and use it to optimise your app and produce an updated version

Write an evaluation of the design, development, maintenance and optimisation of your app, considering the completed apps effectiveness in comparison to alterative solutions, the reasons why your solution was chosen and the extent to which it meets the requirements in the scenario. Your evaluation needs to be supported by evidence form all stages of the project and it needs to reach conclusions and suggest future developments

Present evidence that you have shown individual responsibility, effective time-management in your design and development of a mobile app, making high-quality justified recommendations and decisions. For example, you need to show how you have

Planned and managed your time and met targets.

Reviewed and responded to outcomes including the use of feedback from others

Behaved appropriately while completing the assignment including professionalism, etiquette, supportive of others, timely and appropriate leadership, accountability and individual responsibility

Evaluated outcomes to help inform high-quality justified recommendations and decisions

Used appropriate methods of communication effectively  |
| Checklist of evidence required  | Design documentation Feedback on the design collected from others Improved version of the design Written justification of design decisions Completed app, including code listing and screen shots of the app working Test documentation and user feedback Analysis of feedback and evidence of optimisation of the app to produce and updated version Evaluation of the design, development and optimisation process. Evidence that you have shown individual responsibility, effective time-management and made high-quality justified recommendations and decisions  |
| Criteria covered by this task: |
| Unit/Criteria reference | To achieve the criteria, you must show that you are able to: |
| 17 / P3 | Produce designs for a mobile app to meet identified requirements  |
| 17 / P4 | Review the mobile app designs with others to identify and inform refinements.  |
| 17 / P5 | Produce a mobile app that meets the design criteria.  |
| 17 / P6 | Test a mobile app for functionality, usability, stability and performance  |
| 17 / P7 | Review the extent to which the mobile app meets the identified requirements  |
| 17 / M2 | Justify how decisions made during the design process ensure the design for the app will meet identified requirements.  |
| 17 / M3 | Optimise a mobile app that meets the design criteria.  |
| 17 / D2 | Evaluate the design and optimised mobile app against client requirements.  |
| 17 / D3 | Demonstrate individual responsibility, creativity and effective self management in the design, development and review of a mobile app.  |
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| Sources of information to support you with this Assignment | httpdeveloper.android.comtrainingindex.html Official Android development web site httpappinventor.mit.eduexplore MIT app inventor, simple android app creator  |
| Other assessment materials attached to this Assignment Brief | *e.g. work sheets, risk assessments, case study* |
| **FOR L1/2 FIRSTS ONLY:** If you have not achieved the Level 2 criteria, your work will be assessed to determine if the following Level 1 criteria have been met.  |
| To achieve the criteria, you must show that you are able to: | Unit | Criterion reference |
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