

Matricola Studente:

Titolo del Progetto:

Data:

**Abstract:** What is the problem you are trying to solve, what is your solution, why is your solution a good one, and why would users want to use it? What are the key aspects of your solution that will distinguish it from other work that is out there? (150 words)

**Related work:** What have others done that is similar or related to your project? What similar applications are there? What related applications are out there ( not only mobile devices as well as desktop ) ? Include citations for related work, which should include URLs if available. The citations and URLs should appear in a list of references at the end of the report. (50 words)

**Usage model:** Describe how a user is going to use your system. Think about this as like a user manual. Describe the system from a user's perspective. For example, the user does not need to know the guts of your system and how it works internally, but the user does need to know what buttons to press to do various things. As part of the model, you should describe your user interface design, including an updated version of the screen flow you submitted previously and mockup or real screenshots of the various screens of your application. (200 words+ Wireframe screenshots)

**Architecture design:** Present the detailed design of your system. What key assumptions are you making about your system or the environment in which it will be used? What justification do you have for those assumptions being reasonable? What are the components, how do they fit together and talk to one another? Which protocols or platform features are you using? Are you using a database for storing information local to the phone? Are you using a remote server, and if so, which one? How is functionality partitioned between the client and the server? If you communicate with other devices or machines, how do you do so? Do you use WiFi, and is it a computer-to-computer connection? What programming interfaces are you using? What tools are you using? (150 words)

**Implementation:** Which parts of your system are implemented? How were they implemented? What tools did you use for doing the implementation? Which libraries did you use? What parts of your design were interesting from an implementation perspective? (150 words)

**Evaluation:** What kind of testing have you done to validate your system? Have you tested on a real device or the emulator or both? What kind of optimizations did you do? Did real users try the system? What was their experience? If you are writing a game, do the graphics update fast enough to be fun to play? If you are writing something that involves GPS, are you locations accurate enough? (150 words)

**Limitations:** Describe any limitations with your design and implementation of the system. (50 words). Optional

**Member contributions:** Describe the contributions made by each team member to the project. Be specific and describe actual functions implemented by each team member, as well as the number of lines of code implemented by each team member. (50 words)

**Lessons learned:** What did you learn? How would you do things differently if you did the project again? (50 words) Optional

**References:** Provide a list of references cited with complete bibliographic information including URLs where available.

**Code appendix:** Provide a listing of the code for the project. The best way to do this would be to include a few relevant sample snippets as an appendix to the report which you might reference as part of your discussion on the implementation. Then, provide a complete listing of the code as a compressed tar archive which is uploaded to course website as part of your report.