

Initial Plan

iPad App for Primary School

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Project Description

St. Joseph primary school is keen on adopting an electronic reward system, using the iPad to deliver the reward system on its large beautiful display. The small catholic school has been using iPads for the past few years and the children are showing extraordinary learning curves. The system is intended to involve more interactivity than the current paper based system by introducing game-like features such as physical interaction. The children are able to track house points in a fun, exciting way such as involving puzzle pieces and more vibrant styles to track house points. Linking the reward system to the school aims can encourage the children to surpass the school aims.

Aims and Objectives

The project sounds very challenging being a client based project. Giving an excellent opportunity to develop apps specifically for children. From the project i aim to:

 Produce an iPad app to deliver an electric reward system for St. Joseph primary school.

 Learn how to develop iOS applications

- Learn Objective-C
- Learn how to use new api's & libraries
- Learn how to operate Xcode

 Dealing with a client

- Communicate in a professional manner
- Fully understand what the client wants
- Gather appropriate requirements
- Propose & refine ideas

 Designing the app

- Appropriate interface
- Interactive

 Functionality

- Redeem the children's tickets effortlessly
- Apply the same version to all iPads
- Kids can customize their own picture for their profile

 Conduct beta tests in the school

- Plan and set up testing conditions
- Record appropriate feedback

Work Plan

Week	Objective	Description
1 - 1st October	Gathering requirements and planning the project.	Learning about the school, noting resources and researching possible ways to engage the project
2 - 8th October		
3 - 15th October		
4 - 22nd October	Design an interface	Propose a design and implement into the app making it interactive.
5 - 29th October		
6 - 4th November	Build a 'Hello World' program	Learn how to control the api's that could easily allow the children to redeem and scan tickets.
7 - 12th November		
8 - 19th November		
9 - 26th November	Interim Report	Start writing drafts for my interim report and involve the deliverables promised.
10 - 2nd December		
11 - 10th December		
12 - 17th December	Meet with Client	Take my current system and demonstrate it with the client.
13 - 24th December	Exam Period	Build a 'Hello World 2' program
14 - 31st December		
15 - 7th January		
16 - 14th January		
17 - 21st January		
18 - 28th January		
19 - 4th February	Build a 'Hello World 3' program	Learn how to control the api's that allow the children to draw a picture for their reward page.
20 - 11th February		
21 - 18th February		
22 - 25th February	Apply functionality to the interface	Apply all learnt api's to the current app
23 - 4th March		
24 - 11th March	Conduct beta tests	Test the app in the school.

Week	Objective	Description
25 - 18th March	Emergency Week	fix any problems from the beta test and any work that is incomplete.
26 - 25th March		
27 - 1st April	Final Report	Start writing drafts for my final report and involve any deliverables promised.
28 - 8th April		
29 - 15th April		
30 - 22nd April		
31 - 29th April		



 Milestones