
2018 U.S. Information Technology Collegiate Conference Mobile Application Development Competition

Sponsored by USAA



**Do not put your name(s) or your school's name on anything that you submit.
Doing so will result in disqualification of your team.
The only identifying information you should use is your team number.**

Problem Statement: USAA Home Inventory Tracker

After a string of hurricanes hit the US resulting in many homeowners experiencing total home losses, USAA sought to identify opportunities for improvements for these kinds of large claims. They found that when it came time to file a claim to replace all of a member's lost possessions, they struggled to recall exactly what they had inside their home. This led to some members not getting the proper reimbursement to cover what they lost.

In an effort to help mitigate this issue and make the claim and replacement process easier for both USAA and their members, you have been tasked to create an app to keep track of an individual's home and their possessions inside. By adding all the items in their house to this app, they should easily be able to identify what needs to be replaced. Here are some of the requirements gathered from the member feedback:

- When you start the app, you should have a splash screen with a title and a picture of your house. The total \$ value and count of items inside should also be visible on this page. Once you select your house, you should see the inventory list as described below. From this page you should be able to:
 - View items
 - Add new items
 - Delete items
 - Update existing items
- The application should be able to produce a list of items sorted either alphabetically, by price, by date added, or by room. On the list view, you should be able to see the following in each row:
 - A small thumbnail picture of the item
 - The name of the item
 - Date the item was added
 - Item value
 - Room

- When the user adds a new item, the application should bring up a screen to request details. For the item picture and receipt, you should be able to take a picture using your camera or by adding an existing photo. The requested item fields include:
 - Item Name (Required)
 - Item Picture
 - Description
 - Item Price
 - Date purchased
 - Room located in
 - Receipt
- When viewing an individual item, the user should have the option to delete the item. The application should prompt for confirmation that they really want to delete the item.
- When you tap on one of the items, it should bring up a screen to edit the details. You should also be able to edit any of the fields or add data if a field was previously blank. Just like when adding an item, the user should be able to use the camera to take a picture of the item and receipt.

Judging

While core functionality has the highest priority, fun additions outside of the scope or other clever innovative features (3D Touch “Peek/Pop”, swipe actions, animations, Easter eggs, using of GPS, etc.) are encouraged to help you stand out and impress the judges.

Your app must compile and should meet the minimum requirements provided. With that said, we still encourage all participants to submit their code regardless of the level of completion. Submissions will be evaluated using the following criteria:

- 50% Code Quality
 - Does the code compile?
 - Does it meet the basic requirements?
 - Is the code readable?
- 20% User Interface
 - Is the app easy to use?
 - Does the app look good?
 - Are there tasteful animations?
- 20% Data Handling
 - Is data kept separate from the UI?
 - Does your data persist when you close the app?
 - Would you be able to export this data if needed?
- 10% Documentation
 - How easy is it for another developer to understand the code you wrote? Is your code commented?