
2019 U.S. Information Technology Collegiate Conference Mobile App Development Competition

**Do not put your name(s) or your school's name on anything that you submit,
including comments, file metadata, videos, and images.**

Doing so will result in disqualification of your team.

The only identifying information you should use is your team number.

2019 USITCC Photo Contest

The USITCC Conference Committee has hired your team to create a mobile application that will allow the user to store photos related to the current conference. The photos will be stored locally on the user's phone. These stored photos will include metadata information; such as time, place, description, category. On the last day of the conference, the user will be asked to bring their phone to the information booth. At the information booth, the user's phone will be connected to a laptop computer and the files (photos and metadata) will be downloaded. Then the contest team will determine who has the best photo in each category. The winners will be announced at the banquet. (Note - this photo contest does not really exist.)

Here are some of the requirements for the application:

- When you start the app, you should have a splash screen with a title (2019 USITCC Photo Contest) and each category. The categories include: contests, break-outs, socializing, and beaches. Under each category is a thumbnail image of any pictures in that category. If the user clicks a thumbnail image, a bigger picture size is displayed (still small enough to display in the phone size), and the metadata related to the image.
- In addition, the application must have the ability to:

1. Add new pictures	2. Delete pictures	3. Update pictures
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- When the user adds a new picture, the application should bring up a screen to request details. You should be able to take a picture using your camera or by adding an existing photo. The requested item fields include:

1. Category	2. Time/Date	3. Place	4. Description
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- When viewing an individual picture (and metadata), 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 pictures, 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.

Judging

If you complete all requirements you can earn extra points for adding additional functionality. Points will only be added if the core requirements have been met. For example, 3D Touch “Peek/Pop”, swipe actions, animations, Easter eggs, using of GPS, etc. are encouraged.

Your app must compile and run within the phone simulators provided in one there APIs:

For **Android**: Go to <https://developer.android.com/studio?hl=sk> and select the “Download Android Studio” button (3.3.1 for Windows). If you require Mac or Linux, there is a link at the bottom of the page to download the related version on Android Studio.

For **iOS**: Go to <https://developer.apple.com/download/> and sign in with a registered Apple Developer account. (If you do not have an account, you can register for free here: <https://developer.apple.com/register/index.action>) Select “Download **XCode 10.1**”. Do not select any recently released or other beta versions of XCode.

We encourage all participants to submit their code regardless of the level of completion.
Submissions will be evaluated using the following criteria:

- **REQUIRED: Video (less than 5 minutes) demonstrating the features of your working application.** Demonstrate the application either in the simulator or on an actual mobile phone. The video will **not** be judged for quality or originality, but will be used to ensure that the judges don't miss any features you have included in your application.
 - Please provide a link to your video using YouTube or a similar service. If this is not possible you can upload your video directly to the LMS - HOWEVER, the file size must be under 200MB (you may have to adjust down your quality settings).
- 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?
 - Is the app professional looking?
- 20% Data Handling
 - Is data kept separate from the UI?
 - Does your data persist when you close the app?
 - Can the images and metadata be transferred via a USB or wireless connection?
- 10% Documentation
 - How easy is it for another developer to understand the code you wrote? Is your code commented?

What to submit:

1. All code compressed into one file using Zip (only zip compression will be accepted)
2. Demo Video
3. Word or PDF file of any assumptions. This file contains anything you assumed because it was not detailed in the directions.