Exercise 5: Prototyping a mobile phone application

(Per-group homework, 2 weeks)

1 Application

Select one of the following applications, develop a paper prototype and implement the application using J2ME, Flash lite or Python.

Vocable trainer

An application which realizes a vocable trainer with the following functions:

- add a new dictionary entry
- show German word -> request English word
- show English word -> request German word

Who wants to be a millionaire?

An application which realizes a “Who wants to be a millionaire?” application with the following functions:

- add a new question including 4 answers of which just one is correct
- show an arbitrarily selected question including the possible answers
- selection of one answer and indication whether the answer was correct or not

2 Paper prototype of one selected application

Develop a paper prototype of your application including all key screens. This prototype should then be tested by two other persons. These persons have to fulfill tasks described in “1 Application”.

3 Implementation of one selected application

The prototype supporting the described functions should be implemented using J2ME (preferred), Flash Lite or Python.

Submission

Submit your solution (photos of the paper prototype and the 2 other persons using you paper prototype, source files) via email to Arnd Vitzthum (arnd.vitzthum@ifi.lmu.de) by Tuesday, June 26, 9 a.m. You may solve the tasks in team work. Try to keep the attachment size below 5 MB.

Links

Java ME: http://java.sun.com/javame/
Flash Lite: http://www.adobe.com/products/flashlite/
Python for S60: http://opensource.nokia.com/projects/pythonfors60/