

Final Project

Based on your idea that you finished for homework 3, create a complete application based on that idea. Focus should be placed on the major features of your app instead of worrying about the details. However, the more detail and complete your app, the better. Any backend requirements can be “mocked” such as having a static JSON file for data to simulate getting data from the server. You can also fake other server interactions such as logging in since the main focus should be on developing the iOS application.

Requirements

1. Present for 5 minutes in class during the last week of class.
 - a. At time of presentation, implementation does not need to be 100%. Simply show us the “happy path,” or fake more complex functionality.
 - b. Presentation will take place on the last Tuesday and Thursday of class (12/4 & 12/6). People will be chosen at random to present each day.
2. Code will be due after presentations so code complete is not necessary at the time of the presentation.
3. No final will be accepted after the deadline.
4. Project is based on your homework 3 design. Features can change but should still largely reflect the designs.
5. If there are any questions, make sure you ask them early and often!

Grading

Your grade depends on:

1. How original your app is ($\frac{1}{3}$ of the assignment grade)
2. How creative you made your app ($\frac{1}{3}$ of the assignment grade)
3. How technical your app is ($\frac{1}{3}$ of the assignment grade)

Your grade will be determined on a relative scale, based on your classmate's projects. Each of the three sections above will be rated from 0-5 with the base score of 4.0. Work done above and beyond expectations may get above a 4.0.

Due

December 9, 2018 EotD

