# iSpy App
Coding Challenge

Overview

The goal of the challenge is to provide a springboard for you to be able to really demonstrate your core strengths. Half the score is based on completing the challenge. The other half is you doing something not required by the problem that showcases your strengths. Although we would give the same challenge to anyone interviewing for the iOS position, we would expect everyone to potentially choose to showcase a different strength.

The concept for the app is a global game of "I Spy" where users can take pictures of cool things they find in the world and have others try to find the same thing given only a cryptic hint.

Data Model

For the challenge you will be given an Xcode project containing the following data model and some sample data.
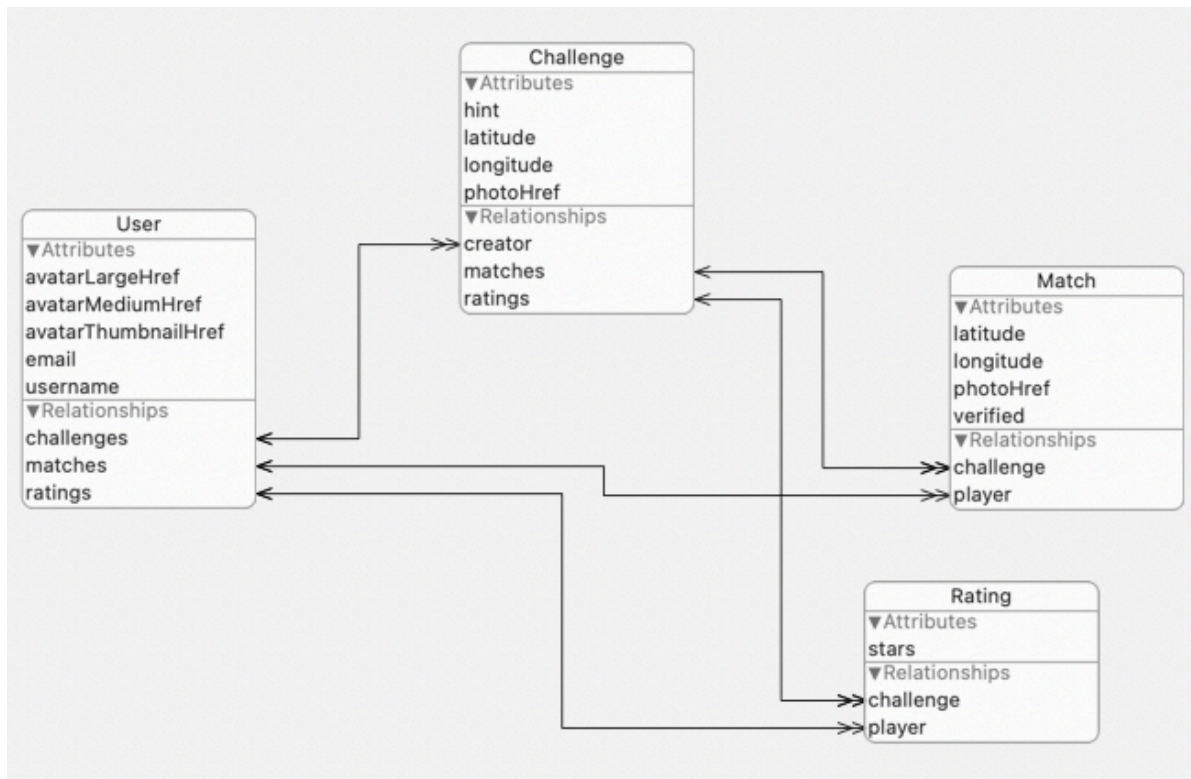
Challenge UI Sketch

This sketch illustrates the three view controllers that should be implemented. The first sketch represents a camera used to capture the photo for a new challenge. The second sketch is where the details for a new challenge are entered. The third sketch shows all of the challenges that are nearby.

The star ratings and wins could use dummy data, though the data model does contain enough information to present real values. Likewise, the distance to the location could either use dummy data or sort on the fly based on device location.