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**Device name:** Unown

**Project Name:** BucketMonster

**Basic Instructions:**

- The application loads with three items which may be acted upon in the same way any other would
- All items in the table are sorted according to two criteria: First, they are arranged by completion, with completed items being put at the bottom. Then among the incomplete and complete items, cells are sorted chronologically with the nearest approaching dates appearing first.
- Touch the add-symbol in top left to add a new item to the list. You may enter an item's name, a description for that item, a global location for that item, and a date by which you intend to complete that item. Touch the "save" button when you are finished, and the app will automatically bring you back to the main list, with the item added. All fields must be filled in for an item to be properly saved.
- To edit an item, swipe the appropriate cell from right to left and touch the "edit" button. A screen similar to the add item screen will appear, with the fields pre-populated with the item's current properties. Touch the "save" button when you are finished to save your edits and go back to the main list.
  - Note: editing a completed item will reassign it as being incomplete
- When you have completed an item, swipe its cell to the left of the screen and touch the "done" button. The item will be considered finished, and the list will automatically resort itself to place it with the "completed" items at the bottom of the list, the color of the cell will also change to light gray
- Touching 'Done' on a completed item will unmark its completion, returning it to the original cell color and considering the task to not be complete.

**Special Instructions:** N/A

**Lessons Learned:**

- How to create a storyboard in xcode
- How to add new storyboard elements to a view controller in xcode, and link them to code
- How to create a segue so that an item on one screen will link to another screen
- How to subsequently unwind a segue in the appropriate file
- How to sort items in table cells based on a specific property of those items, and
- How to dynamically add an item to a table and not overwrite an existing item
- How to edit assets to change an app's icon from the default
- How to edit the default launch screen
- How to implement and resolve multiple aspects of sorting ("date of completion" and "completed")

- How to create and launch an alert upon the performance of a specific action
- How to loop through cells in a table view  
(though this was ultimately not used)
- How to use exclamation point and question mark tokens to unwrap items
- How to pre-populate the fields of the edit item screen with an item's properties