FINAL

Create an app of your choice.

You'll be graded on the following areas:
1. (1/3%) **Technology** - Implementing more technologies (Core Data, camera, location, web services, animations, sounds, SceneKit, HealthKit, CocoaPods, etc). The more the better. Since each app is different try to implement at least 3 major mobile technologies. If you're unsure, ask!
2. (1/3%) **Creative** - The design of the user interface (UI), user experience (UX), and general creativity of the app, the idea and the implementation. Go to Adobe Color Wheel for good color schemes.
3. (1/3%) **Originality** - How original is the idea, and the implementation. This is subjective, but if your app reproduces other apps, this will likely result in a lower grade. Example: A restaurant finder is not very original, but a Boise restaurant finder for college students may be more original. Also, the implementation of the app matters.
4. **Attendance** and a **5 minute presentation** to both presentation days is required (Dec 5 and Dec 10). 15 point penalty for missing this requirement.

Extra polish ideas:
1. Launch screen, app icon, button animations.
2. Custom UITableViewCells
3. Images, gradients, drop shadows to add extra dynamic range to your UI
4. Graphs of data instead of lists

Due:
December 15, end of day
All submissions must have "Final" as a tag or in the git commit message, must be compilable and runnable and committed to your git repository and shared with BSUMobileDev on Github.

Grading Rubric

Areas:
__ Technicality
__ Creativity
__ Originality

Additional items

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_____
_____
_____
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Grade: _____