



# ASSIGNMENT 2

1. Every non-trivial project needs a plan. Provide **at least 3 sketches** or wireframes of an app.
  1. Search the app store and find any applications that might compete with your app and figure out ways you can make your app better than those.
  2. Who is the general audience the app will be for? This can be a demographic, people working in a certain industry or any description of a group that'll use your app. Try to be specific.
  3. What's the app's main feature and which mobile technologies it will require (GPS, camera, database, Bluetooth, internet, etc)?
  4. What price would you set the app at?
2. Develop an iOS app that does a simple calculation and has the following requirements:
  - **Takes 2 inputs** (UITextField, UISwitch, etc)
  - **Has an output** (UILabel, UIImageView, etc)
  - **Has a button** (UIButton)

## Requirements:

All submissions must be in PDF, committed to your Github repository and shared with BSUMobileDev

## Due:

September 10, before class

# Grading Rubric

App Plan:

\_\_\_ 3 Sketchs

Additional items

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"Calculate" App

\_\_\_ Takes 2 inputs

\_\_\_ Has an output

\_\_\_ Has a button

\_\_\_ Compiles

\_\_\_ Runs/Works

\_\_\_ Rotation/Different devices

Additional items

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