

**CRACKIN'
KITCHEN**

APPLE DEVELOPER ACADEMY | SENAC-SP

CHALLENGE #4 - Education App

Deliverable

Swift application

Learning Objectives

Swift Foundation
UIKit
Xcode Storyboard
Design Fundamentals
HIG Basic

Requirements

iOS Project
UIKit Components
minimum of 3 screens
Use os Github

Group 6 / Crackin' kitchen



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Big Idea

Education

Essential Question

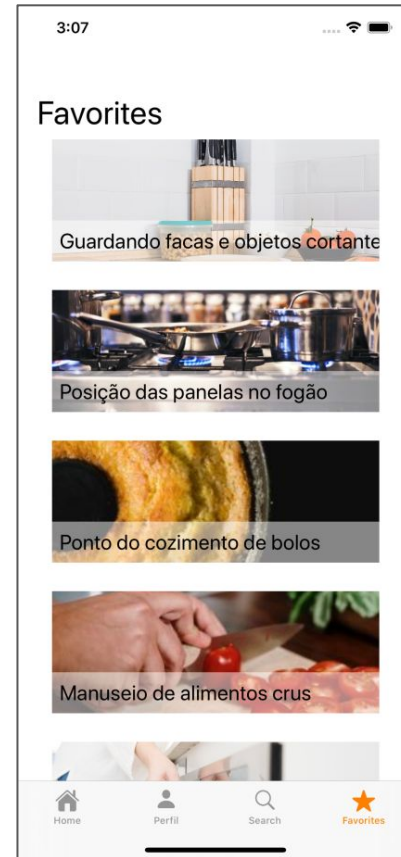
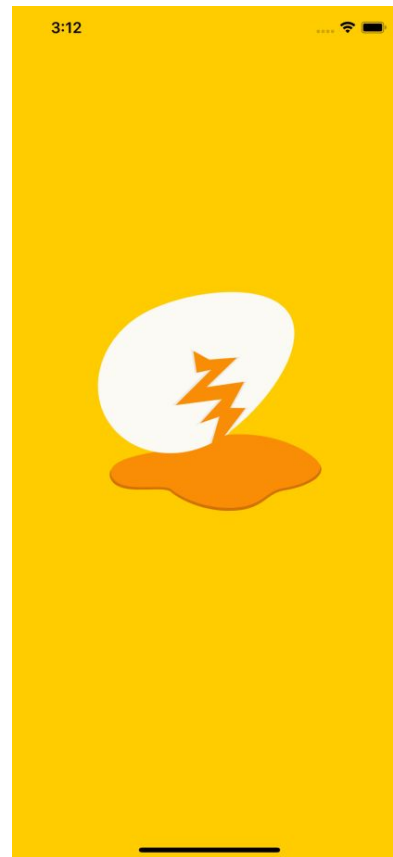
How do people learn?

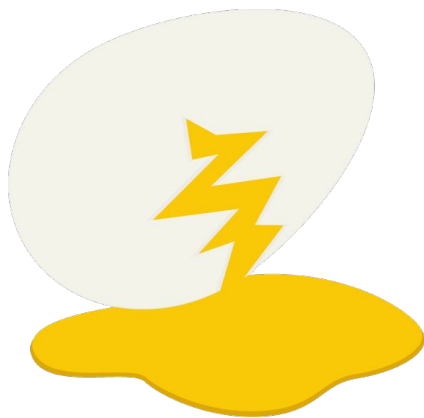
Challenge

Help someone learn something with an app

Description

Crackin' kitchen is an app developed to crackle knowledge about cooking skills and provide this knowledge in a very simple and easy way. Designed to reach the needs of people over 21 years old who have interest in cooking or that who just need something to eat before going to bed. The app does not present recipes, but skills, guides and tips to help those who can't even boil an egg.





Guiding questions

What motivates someone to learn?

What are the learning tools?

How does technology influence learning?

What would we like to learn?

Why do people learn to cook?

What does it take to teach someone how to cook?

Is it possible to learn how to cook using an app?

What would people like to learn to cook?

Lessons Learned

Success

Complete the challenge outside the Academy's physical environment

Individual evolution in Swift programming

We learned the MVP concept

Struggles

We need more organization

Distance increases learning time and make harder to find solutions

Application Video Demo

