

Final Project CSC 660/680

Due: last day of class (Dec 6th)

Goals:

- Have fun building an app (together) that you can be proud of
- Learn from each other
- Have something to show to future employers

General Guidelines:

- The app should be your own. (Turning in the result of just having followed a tutorial is not permitted)
- You are allowed to use other people's work, as long it is attributed. If you use a dependency through cocoa pods, the pod file is enough attribution for me. If you are copying or adapting code from a tutorial, please attribute the tutorial you followed. Any code we created in class you don't have to attribute.
- Project scope: I would like your project to be a demonstration that you completed this class. It should solve a non-trivial problem that is meaningful to you. If you are working in a group the scope should be appropriate to the size of your group.
 - Projects of an appropriate size likely either interact with a server (Firebase can give you a simple backend, there are a lot of free APIs for you to use), or use one or multiple of apple's APIs that create a rich app experience (Multimedia, Maps, CoreData, AlKit, SpriteKit)
 - Your app likely has multiple screens
 - Too small for individual projects: A tip calculator

Milestone 1 Getting set up (Oct 18th)

Decide if you would like to work by yourself or in a group.

- Create a GitHub project, make sure each member is invited as collaborators.
- Submit GitHub link to iLearn
- Create a readme for your team. Your proposal will live in the readme of your project.
- Each member of your team should add their name to the readme and push those changes to master so we can figure out any GitHub related issues early
- Create a proposal
 - Must have features
 - Nice to have feature
 - Create some basic wire-frames for your main feature

Additional considerations for grading:

- Each user has to have contributed to the readme. The entire team is responsible for this.
- The project you propose is of a scope appropriate for your group size

Milestone 2 Prototype (Nov 8th)

- Estimate how much work each feature will take to implement (in hours)
- Assign owners for features and add up work estimates for each owner. Each group member should have a similar work-load
- Designs
 - Wire frames for all your "Must-have features"
- Finalize "Must-have features"
 - From this point on you are committed to these features.

- Working UI for key parts of the app

Milestone 3: Submission (Dec 6th)

Additional considerations for grading:

- You implemented all of your must-have features
- You contributed approximately an equal amount to the code base (equal in difficulty and amount of code)