

CPSC 411 App Store Project 1, due Wednesday, 13 Mar 2019

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Repository <https://github.com/Jhasselle> / iOS BeatBuilder

Verify each of the following items with a corresponding checkmark. Incorrect items will incur a 5% penalty on the grade.

Complete	Incomplete	App store project 1
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Created an innovative idea for a simple, yet compelling app. As Apple puts it, your App should do something useful, unique, or provide some form of lasting entertainment.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Done market research on the 4 most popular apps that are most similar to your idea. 1. <u>Korg Gadget</u> 2. <u>beatmaker3</u> 3. <u>Apple Garage</u> 4. <u>AUM - Audio Mixer</u>
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Your app is better, faster, easier, cheaper, safer, or more fun than the apps listed above in at least three ways: (1) <u>Cheaper, because it's FREE, wow!</u> , (2) <u>It should be faster, because it is LEAN</u> , (3) <u>It's safer than real drums, less chance of hearing damage</u>
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Design documents (UI including View controllers, Tab bar controllers, Navigation bar controllers, widgets, frameworks), signed off on by instructor
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Identified the MVP (the minimum viable product) that can be tested by users, and the first few versions of improvements. List the MVP and iterations here: MVP: <u>Metronome with a variable</u> v2. <u>Beat player with 1 Track</u> v3. <u>Beat player with 5 Tracks</u> v4. <u>Beat player with 5 Tracks and sounds</u>
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Set up a Trello account w/ a project plan of tasks to be done, hours needed, & schedule
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Using the programming techniques we have learned so far (chapters 1-15), have implemented the App so that it compiles and runs without runtime errors.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Invested at least 20 hours in your App. Apple says, "If your App looks like it was cobbled together in a few days, please brace yourself for rejection."
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Chose and implemented the monetization strategy: none, in-app purchases, ads within the app, or premium versions that users must upgrade to for full app functionality.
<input type="checkbox"/>	<input checked="" type="checkbox"/>	App's UI uses space well, with constraints correctly set, on iPhones and iPads in landscape and in portrait mode . Do NOT restrict your App to run only in Portrait mode.
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Met App Store's Safety, Performance, Business, Design, and Legal (data collection, use, sharing) requirements: https://developer.apple.com/app-store/review/guidelines
<input type="checkbox"/>	<input checked="" type="checkbox"/>	Published to App store: _____ by: _____
<input checked="" type="checkbox"/>	<input type="checkbox"/>	Project directory pushed to new GitHub repository listed above using GitHub client.

Your comments

This project was much more difficult than anticipated, so much so that I struggled to complete assignments from other classes. I learned a whole lot and will continue working on the lab, and showcase it on my website and resume.