# AIMC Coursework 2

Given the unexpected loss of access to the Mac Lab, it has been decided to accept detailed design work in place of all, or part, of the implementation.

The requirement for a demonstration has also been replaced.

## When to submit

Subject to new instructions from the University, the existing deadline stands - 28 April 2020.

## What to submit

This depends on the extent of your X-code project.

**I have no X-code Project**

Submit a detailed design report for the entire implementation. Please indicate somewhere in your report what access, if any, you have had to suitable iOS device.

**I have a partially finished X-code Project**

Submit the X-code Project.

Submit a detailed design report for unimplemented features only.

Submit a brief video walkthrough, highlighting the features you have implemented. If you do not have access to a suitable device, write a brief set of bullet points highlighting the features you have implemented. Please indicate somewhere in your video/report what access, if any, you have had to suitable iOS device.

**I have a fully finished X-code Project**

Submit the X-code Project.

Submit a brief video walkthrough, highlighting the features you have implemented. If you do not have access to a suitable device, write a brief set of bullet points highlighting the features you have implemented. Please indicate somewhere in your video/report what access, if any, you have had to suitable iOS device.

## How to submit

**X-code Project** – upload to Blackboard, or email link to download

**Design Report / Feature Highlights** – upload to Blackboard as a single document

**Video** – upload to Blackboard or email link to download

## What should I include in my detailed design report?

The emphasis here is on the word "detailed". You should be getting as close to actual code as possible. Don't just explain your concept, show that you understand how you would implement it in X-code / Swift. Pseudocode is expected. It is particularly useful to include code snippets where possible.

You can use whatever notations and diagrams you feel are appropriate, here are some examples to get you started:

* Screen mock-ups
* Block diagrams
* Main data structure descriptions
* Flowcharts
* Pseudocode
* Code snippets

The idea with the code snippets is to write small pieces of Swift code that would form part of the implementation, for instance a snippet that checks to see if a player has won. Obviously you need to be able to run the code the see if it works. There are various ways you could do this, but the Swift Sandbox <https://learnappmaking.com/sandbox/> would probably be sufficient.