Project 1: Pomodoro Timer

Objectives

- Become more comfortable with JS and React Native.
- Develop workflow for developing mobile apps.
- Gain experience reading and adding to source code.
- Create your first app!

Getting Started

Download the distro code for your first game from https://cdn.cs50.net/mobile/2018/spring /projects/1/project1.zip and unzip `project1.zip`, which should yield a directory called `project1`.

Then, in a terminal window (located in `/Applications/Utilities` on Mac or by typing `cmd` in the Windows task bar), move to the directory where you extracted `project1` (recall that the `cd` command can change your current directory), and run

```
cd project1
```

To get started, follow the directions in your project README.

FAQs

- Is there extra credit for completing the challenge?
    - Nope, the challenge is just a fun feature that I recommend adding if you finish early!
- Do we need to test on both iOS and Android?
    - Nope, as long as it works on at least one of the platforms, you're all set. We'll assume iOS unless specified otherwise.

How to Submit

1. Using Git, push your work to `https://github.com/submit50/USERNAME.git`, where `USERNAME` is your GitHub username, on a branch called `cs50/mobile/2018/x/projects/1` or, if you've installed `submit50`, execute

```
submit50 cs50/mobile/2018/x/projects/1
```

instead.

2. Record a 1- to 5-minute screencast in which you demonstrate your app's functionality and/or walk viewers through your code. Upload that video to YouTube (as unlisted or public, but not private) or somewhere else.

3. Submit this form.