iOS PROJECT # JÖNKÖPING UNIVERSITY

The Great Project

What to build

You can decide for yourself what to build: Maybe you already have a great idea on what to do. If you don't, then we recommend that you build a quiz-app. Don't get stuck trying to figure out a great idea!

We do have some required features for the different gradings:

(Notice that the scenario only is an example on what you can do)

Grade 3:
# The application builds and is stable
# The application uses at least 3 different ViewControllers
# The application is connected to an API
# All views must have constraints and work on iPhone 8, iPhone 8+ and iPhone X
# The code is well structured and uses Pragma Marks

Quiz app scenario example: *A single player can play one round of the quiz and get a result with questions fetched from Open Trivia DB**:** https://opentdb.com/api.php?amount=10.*

Grade 4:
# The application uses some kind of hardware-functionality, like the camera, gps etc.
# The code is structured with MVC
# The application uses at least one animation to improve the User Experience

Quiz app scenario example: *The player can add a profile image taken by the phone's camera. Every time the user selects an answer the view gets animated.*

Grade 5:
# Data stores locally so it can be used offline
# You only fetch data when needed
# The application supports some kind of Push-notifications

Quiz app scenario example: *The app saves questions locally so the player can play without Internet. The app handles push-notifications, reminding the user to play.*

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Process

Plan

The first assignment lays the base for the project and needs to be done before you start to build your app. Work together as a group and plan the project well.

# 1 page text document explaining what your app should do
# Mockups, minimum 4 images explaining how your app will look and work
# Start a public repository on GitLab and commit with a ReadMe file containing the specifications and a .gitignore
# Create issues for all different parts of the app in the GitLab-planning tool, this will help a lot when working together as a group

Build

# Use the issues in the planning tool, change the planning along the way if needed
# Do all your work on different branches
# Merge into master when the app is done, the master branch should only contain stable versions
# It is better to have removed issues from the first planning than to deliver an unstable master

Present

# A short presentation of the app and how it works
# Tell us a little about what went well and what you will do differently next time

Reflect

# Write a retrospective document 2-4 pages long after you are done with the application. Describe what went according to plan, what couldn't be delivered in time and what you discovered along the way.
# Explain what every person in the group did to contribute to the finished result.

Hand in

# All documents should be committed to the repository for the project in GitLab.
# Compress the project to a zip-file and hand in via PingPong. Also leave a link to your Git Lab repository!
# Deadline: 9 December 23.59, 2018

GLHF! ❤