

Video Submission Checklist

This document contains a list of things you will be expected to demonstrate and discuss in the video submission showcasing your app. For the first submission you will need to discuss points 1 through 8, for the group submission you will also have to include points 9 and 10. You will be introduced to everything in this document in the workshops so attendance is vital.

1. Walk through the components of your application

Give a broad overview of the components that make up your application (you do not need to go through each line of code).

2. Detailed breakdown of one of your significant classes

Open up one of the classes in your application (this will most likely be one of your view controllers). Talk through that class outlining its main purpose and functionality. Talk about its properties and methods. You do not necessarily need to go through your code line by line.

3. Naming & Formatting Conventions

Your project must adhere to good naming conventions. Classes, files, variables and methods should be named appropriately. This is a really simple professional standard to keep to and can save confusion in the future - don't be lazy! Code formatting is good practice and **will** save you time in the long run - particularly as your skills at reading code improve.

4. Documentation

Your classes must be documented with comments. This will help your understanding and stop you writing lots of code for no reason. It will also help you with points 2 and 3 of this list.

5. Appropriate use of Graphics

If you choose to include image assets in your project, they must be appropriately sized and formatted. Do not use a 3000px image for a small icon, this creates bloat.

6. Explanation & use of Delegates

Delegates are used all over the iOS ecosystem and are an effective design pattern. You will need to understand how to use them. Briefly talk about what delegation is, its purpose and where you are using it in your project, which you certainly will be.

7. Successful compilation

Your project should compile successfully and run on a simulator. If you need to simulate a location then this is something you should also demonstrate.

8. Talk about View Controller lifecycle

At this stage, your view controller classes are likely to be where the majority of your code resides. There are a number of points in the lifecycle of a view controller where you can interact with your application - briefly talk about these.

9. Use of at least one Cocoapod*

Using external libraries can vastly speed up your development process and is something you'll want to take advantage of - if not for this project, certainly in the future.

10. Version Control*

Your project must be version controlled on GitHub. Version control software is an effective way to backup your project and is vital for collaboration on projects of this nature. It's something you'll need to commit to using **from the beginning**.

***You can ignore these points (9 & 10) for the first individual submission. You will be introduced to Cocoapods and Version Control (Git) in a workshop after that deadline. You should discuss it in your final group submission.**