Lesson 3 - iOS Design Guidelines, Building an App and Xcode

What is your status with Git

- What you learnt?
- What confused you?
- What do you need to know?

Session 3 - iOS Design Guidelines, Building an App and Xcode

- An introduction to Xcode and the Me app.
- The steps required to get an app into the App Store.
- The iOS Human Interface Design Guidelines.
- If time, building a login screen.

Meet the Me App. And Xcode
Let's look at a simple app and all the pieces required to build it.
https://github.com/ryan-blunden/me-ios-app

From Sketch to Store
What do you need? How do you go about planning your app?

1. The idea
2. Getting up to speed with the iOS User Interface Guidelines
3. Required app entitlements
4. Required device features access
5. Wire-framing: (paper, prototype app or Xcode?)
6. Visual Design and Assets
7. Development
8. Testing
9. Distribution

Activity: A Post Code search app
Team up with someone and do a simple development plan for a Post Code searching app, including some wireframes.

Activity: Getting cosy with the iOS User Interface Guidelines
Yep, there's a lot of content, but nothing is going to prepare you for iOS design and development better.

iOS Design and Development Resources

General

- Cocoa Heads Australia Mailing List
- [Cocoa Heads Melbourne Hack Nights](#)

Design and Development

- Apple's [Designing Great Apps](#) site
- [DesignCode](#) course

Development and code focussed

- WWDC 2014 videos
- ObjC.io
- RayWenderlich.com
- iOS Weekly