CS 345 Final Project

The final project for CS 345 is an iOS app that you will be developing with another classmate. You may create any type of app that you want (e.g., utility app, game app, etc.). The only criteria for the app is that it must include the following:

1. Images, including an app icon
2. A minimum of 3 interfaces (which are each controlled by separate view controllers)
3. At least two different gestures
4. At least one animation
5. At least one alert
6. You must obtain text input from the user via a textfield (which may be included in an alert)
7. You must save some part of the state of your app when the app is terminated and restore it the next time the app is launched
8. You must have at least one of the following views:
   A. Table view
   B. Scroll view
9. You must have at least one of the following views:
   A. Button
   B. Slider
   C. Picker

Note that each of these components of the app should be included in a natural way. In other words, don't just include an alert that has nothing to do with the app itself. Note, however, that you may want to include some of these components on initial screens (to gather data to set up the app) or on status/settings/score screens that the user can access while running the main app. Also note that you are not restricted to these components.

The final projects are due at **midnight on May 5** (i.e., the end of the day on May 5th). Presentation of the projects will be in the classroom during the final exam time, which is Monday, May 6 from 2:00pm-3:30pm for the Rochester section and Tuesday, May 7 from 3:30pm-5:00pm for the Winona section. During the final exam time, you will be ask to "present" your app to the class. Your presentation should be about 8 minutes long during which time you describe the app, highlight interesting features of the app, and include a demo of running the app. I will have all of your projects loaded on my MacBook and an iPhone SE (in case you include motion events or anything that does not work well on the simulator) so you can demo your apps.

A proposal of your app is due (in the class store) by midnight on March 21. The proposal should include the names of both students, a short description of what the app, drawings of your 3+ interfaces, and how you intend to fulfill the 9 criteria. This is just a proposal, so the final project may (almost certainly will) have changes to the interfaces and the way you fulfill the 9 criteria. Only one of the pair needs to turn in the proposal and final project.