**Project 1 Rubric**

|  |  |  |
| --- | --- | --- |
| **Item** | **Points** | **Score** |
| Does the project you turned in compile? | 1 | 1 |
| Does the project compile without any warnings? | 2 | 2 |
| Are the required tasks all complete? |  |  |
| 1. Overall app structure includes list, view profile, edit profile pages | 3 | 3 |
| 1. Dummy data is present and plausible | 2 | 2 |
| 1. Required fields are present on view profile page | 3 | 3 |
| 1. Links to call/text/email are present | 1 | 1 |
| 1. Calling works | 1 | 1 |
| 1. Texting works | 1 | 1 |
| 1. Emailing works | 2 | 2 |
| 1. User can edit all required fields | 3 | 3 |
| 1. User can make phone and/or email private | 1 | 1 |
| 1. User can choose image or take photo | 3 | 3 |
| Is the coding style consistent? Did the student use whitespace consistently (indenting consistently, dividing code sections consistently, using spaces between operators consistently, etc.)? Is the code sloppy or otherwise hard to read? Too many comments? Not enough comments? | 4 | 4 |
| Is the UI beautiful? Are elements neatly aligned, sized, and balanced? | 3 | 3 |
| Was the work done on time? (20% penalty per day or fraction of a day late) |  |  |
| Other excellent extras? (Explain.) | 0-3 | 0 |
| Other problematic aspects? (Explain.) |  |  |
| **Total** | ≤ 30 | 30 |

After comparing your solution with mine, are there still any questions in your mind about your solution? \_\_\_\_ Yes \_\_X\_\_ No

If yes, write your specific questions on the back of this rubric. If it’s about a programming technique, it may help to attach a marked-up printout of the code in question.

Your score total must be 30 or less. You don’t need to do anything extra to get 30 points. If you did something extra that is nice, it might compensate for flaws elsewhere. If you specify extra points, it needs to be for something that really is “excellent”, not just interesting.

**Evaluate your Project 1 experience (could be rose/bud/thorn or just a paragraph or two telling me how it went for you):**

Project 1 was a good learning experience for me. I began to understand how a basic iOS app gets put together, and fully grasped what a data source and delegate are. It was a relief to see that the more complicated solutions online turn out to be the bad ones. I was able to begin recognizing that as I searched online for more help.

I do feel like it was harder to learn these basic concepts when each class period during the project was on either advanced animation or better view and controller setups for different app needs. On the one hand I felt like I was stranded in the ocean during class while learning to swim in the kiddy pool at home. The other case had me going back to restart my project because I finally understood how to accomplish the best set up in my mind for the app.

I do wish the curriculum was more iterative than linear. Hitting the breadth of topics at a quick low level and then going back through them for their more advanced concepts would be very helpful.