MacPaw Bootcamp: macOS/iOS

Hey!

Glad to have you here, and thank you for taking the time to complete this test task for the Bootcamp program.

Your task is to develop an iOS or macOS app showing the enemy's losses.

Task requirements:

- The project should be assembled on Xcode 14*;
- Programming languages are Swift/Objective-C;
- The app contains at least two screens, but if you want more nothing will stop you;
- The first screen should display the list of the elements;
- The second screen should display detailed information on the chosen element.

The needed data for the app:

https://github.com/MacPaw/2022-Ukraine-Russia-War-Dataset/tree/main/data

These are our basic requirements but go with the realization of the app as far as your creativity takes you. It will be a bonus if you offer a to-do list of what must be done to prepare the project for publishing in the App Store as a commercial product.

What you need to pay attention to:

- The architecture of an app using patterns and architecture solutions;
- The project structure names of objects and their properties, consistency of names, a file structure in the project, absence of spaghetti code;
- Design following Apple Human Interface Guidelines, attention to detail, animation.

Limitations:

- The app must have at least two different screens.
- You are not allowed to use a 3-party if you have no relation to the authorship of this repository.

Your completed task is a link to the public repository in GitHub. According to the MIT licence, the repository must contain a notice with the following text:

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Good luck! You'll nail it!

