

Mobile Application Programming: iOS

CS4962 Spring 2016

Project Final

Due: 11:59PM Monday, May 2nd

Abstract

Each student defined a final project in their design document. If the student received approval, they may create a program matching the specification for their final project in the course. They may also provide a submission for the default final project instead without any approval from course staff. Grading of a final project concerning features will follow that document. Every final project will also be graded on the following criteria as quality, size, and design are concerned. The first three have to do with your design, which has already been discussed, but the last two will be considered directly in assigning a grade to your final project.

Components

- **Large:** The application should represent 40 hours of work to build, not including debugging. If you have made arrangements to work in teams, the app should represent 40 hours per team member. Be careful to use office hours where possible to reduce your debugging burden.
- **Real:** Your final project should fulfill a real need, not just some interesting computer science puzzle. If no one needs your app, design another.
- **Valuable:** The intended user of your application should value your application enough to buy it or otherwise trade something of value for it. If your application falls in a market where free applications are plentiful, design another application. No flashlight apps! No unit converters!
- **Complete:** Your application should have the feeling that it provides a service, and that service is provided in a way that all of the parts needed to perform the service are present. E.g. A mapping application that tracks the movements of the user should provide a way to archive and review previous usages. An application meant to work with a tabletop game, for example, must include content to work with that game, or provide instructions on how to import that content. The application must be usable complete its task.
- **Polished:** The UI in the application should feel like it has been thought through well, giving it a logical flow that is unobtrusive to the user and allows data to be entered and viewed in the application with a minimum of effort. The UI elements should be laid out in an aesthetically pleasing way. Colors and images used in the application should be harmonious. Avoid gridded structures unless those structures are ornamented in some way. Use a friend who is an artist or designer wherever possible to help define your UI. Photoshop is your friend in mocking up your application's UI, ornamentation, and content.

Handin

You should hand in your final project package as a zip archive to the CADE Lab handin system on the website, or on the command line:

handin cs4962 projectF your_project_zip_file.zip