Mobile Developers of Berkeley

iOS Week 3 Mini-Project

This week's mini-project is very open ended. Your app can have any topic you want, as long as it follows the guidelines listed below in this spec. You should work on the app with a partner just like last week. Since you have a half way assessment this week, this week's mini-project will be due Friday at 11:59 PM instead of Thursday. Submission instructions will be posted on Piazza in a few days.

Note About Submission: Your weekly projects are good for building up your github profile. When you submit the project, you may only be asked for a link to one github repository, but we highly encourage that both partners upload the project to a github repo on their account.

PART A – Learning About Animations
Complete this tutorial on basic swift animations:
http://www.raywenderlich.com/113674/ios-animation-tutorial-getting-started

You will not need to submit your completed code from Part A, but you will need the skills from the tutorial to complete Part B.

PART B – Freedom!
For this part, you will have a lot of liberty. You can make any app that you want, but it must use all of the following features:
- TabBar VC
- Nav VC
- TableView
- WebView
- Basic Swift Animation
- Cocoapod

PART C – Starting to Think About Design
Though many programmers neglect it, design is really important. Making your app visually appealing and fun to use is absolutely essential to gaining a user base. We haven't dived into design too much yet, so your task is really simple. Find a screen on any iOS app that you think is designed well. Pick one design element from it that you really like and modify your app from Part B to mimic that design. For example, you may find a tableview that you really like and want to modify your tableview from Part B to look similar to it.

Once you are done, please make a design.txt file in your project folder (you will push this file to github along with your project when you submit). In the text file, please answer the following questions:

1. What is the name of the app that you used for design inspiration?
2. Which design element did you mimic?
3. Why was this design element appealing to you?