

## Idea

What problem do you want to solve with your app?  
How do other apps solve that problem?  
How will your app solve that problem?  
How will you validate that your app actually solves the problem?

- Help students have more notes.
- There are other apps and websites that provide general educational information and materials for different levels.
- My app's objective is to narrow down these general materials, and have access to notes taken by Maryville students.
- I believe that it's a valid idea because different students take different notes, and it's great to have access to class notes from your school.

## User Personas

Who are you building your app for? Write down specifics for 2-3 personas.  
Where can you find people in your target audience to test your app?  
What questions can you ask when interviewing potential users during your prototyping process?  
Write down the feedback you get from interviewing potential users.

- personas: both domestic and international students at Maryville.
- Audience to test my app: Maryville students.
- Questions: 1- what features do you want to have? 2- what benefits do you expect from this app?
- Feedback: an international student told me that it's a great idea because sometimes I find difficulties writing down notes in English fast. Another feedback was that it's helpful to provide more notes for current and future students.

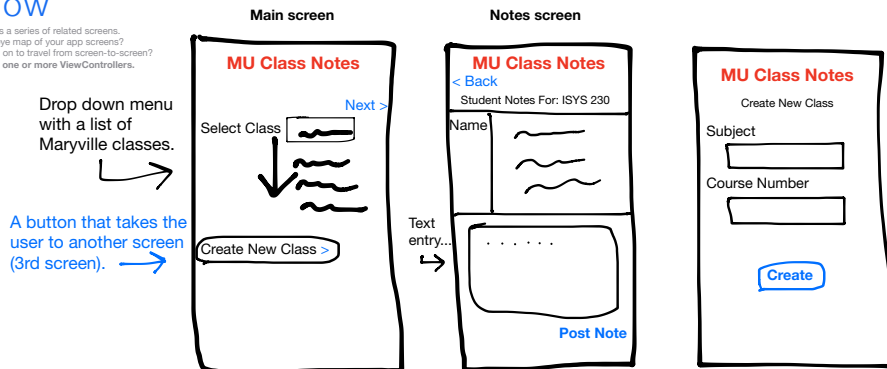
## Features

What makes your app uniquely useful for solving the problem?  
What 2-5 features are required for your minimum viable product?  
What features might be interesting to build into future versions?

- My app is going to help the students to have notes for their same class and probably with the same materials and instructor.
- Required Features: 1- write notes. 2- post notes. 3- create class page/blog.
- Future Features: post images. For example, posting a picture of the notes you wrote down on a paper.

## Workflow

Think about your app as a series of related screens.  
Can you draw a bird's-eye map of your app screens?  
What does the user tap on to travel from screen-to-screen?  
Relate each screen to one or more ViewControllers.



## Models

What data do you need in order to build your features?  
Will the data be generated by the user or fetched from a web service?  
Will your data be persisted?  
What relationships must exist between different types of data?  
List all model objects with properties and initializers.

- Data needed: classes, subject\_names, courses\_numbers, and probably usernames.
- I'm planning to add the data myself, but I think that it would great if I can fetch the data.

## Views

What views do you need to create to meet each feature in your app?  
How will the data of your app be displayed?  
How will you capture input from the user?  
Write down or draw the view hierarchy you'll build for each scene.

- Views: UILabel, UITextView, UIToolbar, UINavigationController, and maybe UIImageView.
- Text view will be used by the user to input data.
- "Common Views" will be used to display information to the user.

## Controllers

What view controllers will you create for your app? What custom functionality will exist on each one?  
What model controllers will you need to manage data in your app?  
What other helper controllers will you build to simplify your code and follow MVC best practices?  
Write out properties and method signatures for each controller object.

- controllers:
- 1 - UIViewController to have multiple screens, and manage the functions of toolbars and navigation bars.
- 2 - UITabBarController and UITabBar to move from one screen to another.