

iOS decal final project

cs198-001 :: Fall 2017

App Proposal Due - Monday 10/23 at 11:59pm

App Proposal Review - Wednesday, 10/25 during lab

Progress Check-In - Wednesday, 11/15 during lab

Code Due - Wednesday 12/6 at 12pm

Final Presentations - *TENTATIVE*. Friday, 12/8 1:30-3pm

App proposal

Before starting on your project, you'll need to write up an app proposal providing an overview of your application. Your proposal must include the following information:

1. Group Members (up to 4) - List each member of your group along with their berkeley.edu email (or just your name/ e-mail if working alone).
2. GitHub Link to your Project - Create an empty repository for your final project, and provide a link in your proposal. We'll need this to check your progress later and to download your final submission.
3. Brief Project Description - Here you should explain what your application will do, and its main features (1 - 2 paragraphs).
4. Story Board / App Flow Sketch - Provide a simple sketch (scanned hand-drawing or digital) of what your app will look like. Don't spend a lot of time on this! Show us how your views are related to give us an idea of the flow of your application. We are not expecting you to have your full UI and design fleshed out at this point. (Feel free to use <https://proto.io/> or <https://www.invisionapp.com/>)
5. List of iOS frameworks, API's, and SDK's you plan on using - This could include things like Core Data, Camera / Photo Library, NSTimer, Google Maps API, etc.

Submit via Google forms link listed on Piazza.

Progress check-in

You and your group members will meet again with your assigned TA to go over your progress. Though you do not have to turn anything in for this part, be prepared to show your TA what you've done in Xcode.

Code due

You will need to commit and push your final code changes to your repository listed in your app proposal before the deadline. **Make sure to check that your code is working by downloading it as a zip, and running it again in Xcode.**

You may come to office hours if you would prefer to be graded in person. If you'd like to be featured during the final presentation, we recommend you demo (pitch your app to us!)

Final Presentation

ATTENDANCE MANDATORY

On Friday of dead week our course facilitator Dan Garcia, and a few guests from industry will be coming to demo your app submissions. You will need to prepare a short blurb describing your app, a few screenshots, and an app demo (more information on this will be posted as the presentation day approaches). Top app submissions will be eligible for awards in the following categories:

- People's Choice
- Most Innovative
- Social Impact
- Best Design
- Most Technical