

# iOS decal final project

cs198-001 :: Fall 2018

- App Proposal Due - 7:30 pm during lab on Wednesday, 10/31 via form
- App Proposal Review - During lab on Wednesday, 10/31
- Progress Check-In - During lab on Wednesday, 11/14, half-way done
- Code Due - Friday, 11/30 at 11:59 pm
  - **NOTE: video + logo image required. See “Code Due” section.**
- Final Presentations - TBA, during RRR week (attendance mandatory)

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## 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. **Storyboard / 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, Timer, Google Maps API, etc.

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## 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.

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## Code Due

Items to submit:

1. **Github link to project repository** - Once your code has been pushed, please download it as a zip from Github, and test that it still runs properly.
2. **Video demo of your project** - short run-through of your app. We don't need anything elaborately edited / planned - just navigate through your app, with some narration of what you are doing as you go along. You can record + narrate video from your screen using [Quicktime](#).
3. **App Logo** - logo for your application. We'll be using these in our presentation slides if selected to present.
4. **Short description of application** - Explain what your project can do, and its main features. This could be the same description you used in your proposal, if your app idea has not changed since then.

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!) See Piazza for RRR week office hour times.

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## Final Presentation

### ATTENDANCE MANDATORY

On Thursday or 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