

How Do I App?

Code not included

My Biggest Issues Starting Out

- Where do I start?
- Everyone's flow is different
- What tools should I use?
- What books should I read?
- No correct/incorrect answer

Full Moon

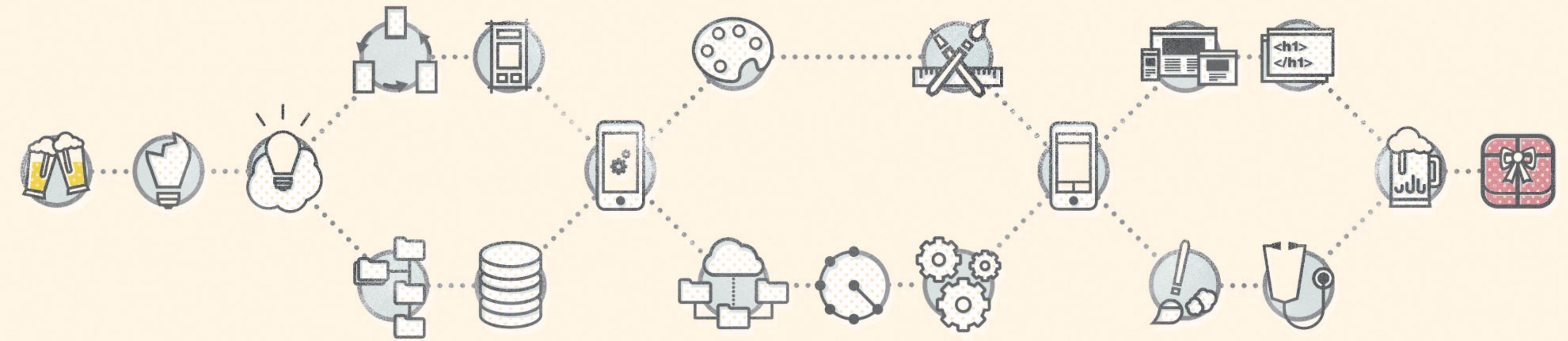
realm^β

Modern Database for iOS

magneticbear
studios

These slides are wrong

Process





A SHIP SHIPPING SHIP SHIPPING SHIPPING SHIPS

App Checklist

1. Idea
2. User Stories
3. Screen Sketches
4. Design
5. UX Prototype
6. UI Prototype

App Checklist (cont'd)

7. Functional Offline Prototype
8. Build App (draw rest of the owl)
9. Lots of iteration & testing
10. Ship It!

100 idea

1. Finding the Idea

- Any time someone says "X" totally sucks
- Any time you say "Y" could be way better
- Talk to your (potential) users
- Hacker News: Idea Sunday

2. User Stories

2. User Stories

- About refining the idea
- Not about what should the app do
- About what a user should be able to do with the app
- About Focus

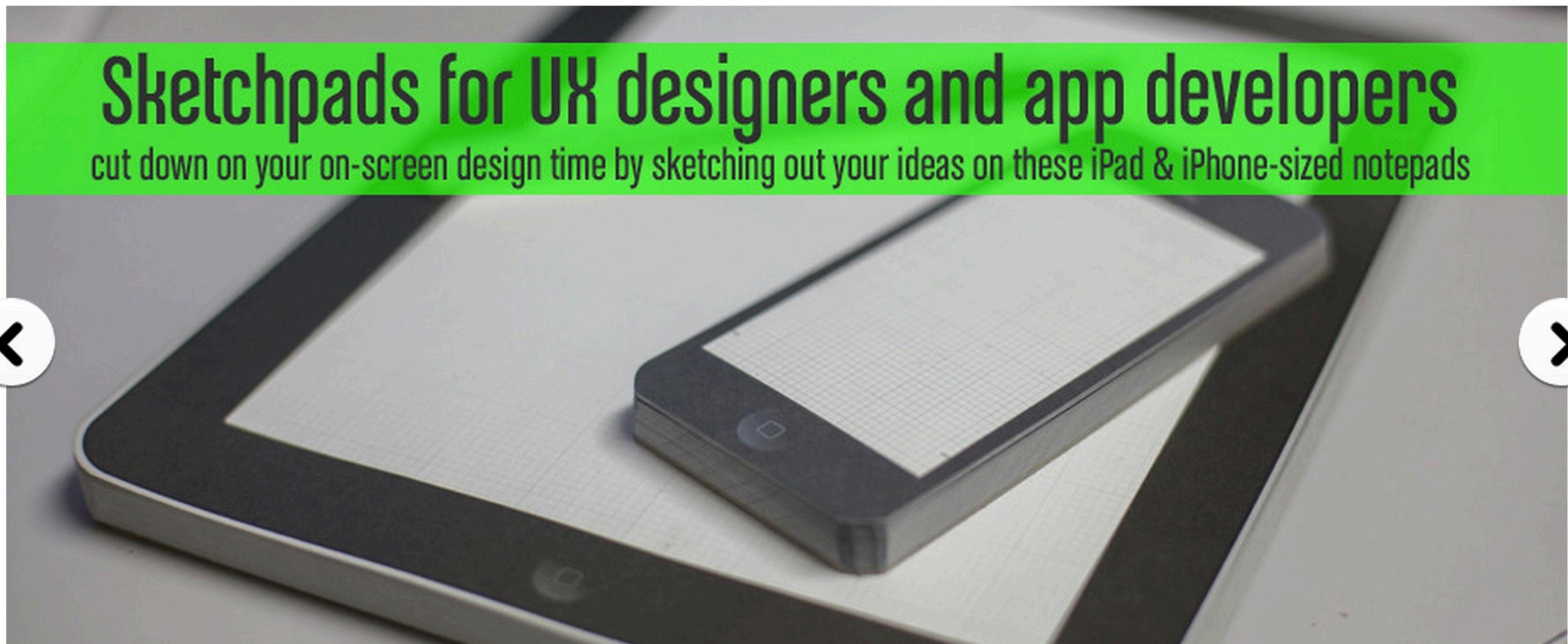
3. Screen Sketches

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- About flow of the app
- About accomplishing the goals from 2 on screen
- PixelPad, Sketch.app, Briefs.app, OmniGraffle, Illustrator, +++

Sketchpads for UX designers and app developers

cut down on your on-screen design time by sketching out your ideas on these iPad & iPhone-sized notepads



Pro Tip #1726



Staple your sketches
together

4. Design

4. Design

- Pixel design, brand identity
- Read Bjango's iOS design articles: bjango.com
- Read Design Then Code: designtthencode.com



5. UX Prototype

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- Stick your sketches directly into storyboards
- Make sure your elements fit on screen and the flow is intuitive
- Give it to users and tell them to do tasks from #2

6. UI Prototype

6. UI Prototype

- Where you take your high-def photoshop/sketch mock ups and implement the UI
- Look like it's fully working but doesn't actually do anything
- Read-only
- Give it to your users and see how they use it
- Be creepy and look over their shoulder

7. Functional Offline Prototype

7. Functional Offline Prototype

- Hardcode API responses
- Nocilla, OHHTTPStubs
- Useful for demos with canned data or when API breaks

8. Build App

draw rest of the owl

8. Build App

- Build in the business logic
- The API client
- Implement MultiPeerConnectivity
- Everything
- Once you have the skeleton of your app, this should be super easy

9. Lots of iteration & testing

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10. Ship it!

10. Ship It!

- Keep your finger on the pulse
- Talk to your users often
- Use analytics to understand what your users aren't telling you

Project Structure

lift off

Watch WWDC videos
Pay attention to what the title
doesn't say

The Power of Open

Get chummy with this guy:



Open Source is your friend

- Download and build open source apps
- Tweak them
- Use CocoaPods to build parts of your app*
- Use CocoaPods to see how others have built things

* Don't use something you don't understand

Cheddar for iOS <https://cheddarapp.com/ios>

148 commits

3 branches

2 releases

16 contributors

branch: **master** ▾

cheddar-ios / +

[Code](#)

[Pull Requests](#) 0

[Pulse](#)

[Graphs](#)

[SSH clone URL](#)

<git@github.com:nothingmagical/cheddar-ios.git>

You can clone with HTTPS, SSH, or Subversion. [?](#)

[Clone in Desktop](#)

[Download ZIP](#)

Update Readme.markdown

 **soffes** authored on Sep 2, 2013

 Cheddar for iOS.xcodeproj

Update CheddarKit and SSPullToRefresh [latest commit 8405892196](#)

a year ago

 Classes

Update CheddarKit and SSPullToRefresh [latest commit 8405892196](#)

a year ago

 Other Sources

Correct method names to match with selectors [latest commit 8405892196](#)

2 years ago

 Resources

Update the dev icons [latest commit 8405892196](#)

2 years ago

 Vendor

Update CheddarKit and SSPullToRefresh [latest commit 8405892196](#)

a year ago

 .gitignore

Initial import [latest commit 8405892196](#)

2 years ago

 .gitmodules

Update submodules [latest commit 8405892196](#)

2 years ago

 Changelog.markdown

Update changelog [latest commit 8405892196](#)

2 years ago

Cheddar

ASwiftStart().questions?.askThem!!

speakerdeck.com/jpsim/how-do-i-app

JP Simard, @simjp, realm.io