Course Project Description

Overall Project Description

Design and implement a native mobile application for iPhone and iPad. The application should be **touch-friendly** and should provide actual functionality which users can take advantage of. That is, the **application must be of value to the end user** of a tablet or smartphone, enabling them to consume/produce real content. DO NOT make an application for imaginary or unrealistic tasks (unless you are creating a game).

Requirements

- **(Up to 7 points)** Use **custom views**
- **(Up to 8 points)** Use **animations**
- **(Up to 9 points)** Use **two** of the following device APIs
    - Accelerometer
    - Camera
    - Compass
    - Geolocation
- **(Up to 9 points)** Use **two** of the following device APIs
    - Capture
    - Connection
    - Contacts
    - Media
- **(Up to 9 points)** Use **Core data** as a data storage
- **(Up to 9 points)** Use some kind of **remote data**. It can be, but not limited to, of the following:
    - Telerik backend services
    - WebAPI REST
    - JAX-RS API
    - Node.js REST API
- **(Up to 7 points)** Use background tasks
- **(Up to 9 points) Touch friendly** UI. Fulfill the criteria:
    - Usable UI
    - Fluent user experience
- **(Up to 9 points)** Use notifications to provide feedback to the user
    - Show a message when the user submits data to the app
        - Error message on error
        - Success on success
    - Show messages when the state of the app changes
- **(Up to 9 points)** Use at least four of the following **gestures**:
    - Swipe

- o Fling
- o Pinch close or pinch open
- o Long press
- o Touch or double touch
- o Double touch drag
- **(Up to 9 points)** High-quality code
  - o The application code must be separated into consistent and cohesive modules
  - o The modules must follow the best practices for developing applications
- (Up **to 6 points**) Validation and Error handling
  - o Validation of user input
  - o Handling access denials, network issues, etc. and keeping app alive

The **maximum score** for the teamwork assignment is **100 points**.

Additional Requirements
You are allowed to use any external libraries if you wish.

Deliverables
Put the following in a **ZIP archive** and submit it:

- A link to a GitHub repository, holding your application
- A brief description of your application

Project Evaluation
Each **submitted project** will be **evaluated by the trainers**. Evaluation will strictly follow the above requirements.