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# Final Project

## Based on all of training

This final project should encompass everything you have learned in regards to iOS development, and will most likely be conducted in teams

## Final project Guidelines

### Synopsis:

The idea of the final project is to showcase most of the skills that you have picked up over the course of the training. The Final App should not be trivial, meaning it is not something that can be done in a day or two (for the most part). Real thought should go into the process of crafting an idea, the hardest part of the app, and then doing some research as to how far you can take your idea.

The time constraints are a big factor, so creating something ambitious enough, but not overly ambitious is key; project planning 101 – Determine your ideas requirements, plan out resource usage (what each member in the team will work on), implementation, testing, and finally delivery/presentation. See below for some criteria/requirements\*:

### Criteria of interest

1. User Experience

\*Flow of the user experience, \*Negligible latency in user interaction, \*Error Handling

2. Efficient use of network calls and available information

\*Asynchronous calls, \*Requesting only necessary data, \*Resourceful reuse of information

3. Code quality and style

\*Including naming conventions, commenting, and any testing

### Required/Desired (but not limited to):

- Concurrency
  - NSOperations/GCD
- Web services
  - Utilization of GET, POST, etc for retrieving/sending data (XML or JSON)
- Persistent Storage
  - CoreData/SQLite
  - Others
- Social aspect
  - Twitter, facebook, etc.
- Multiple orientations
- Universal App
- Audio/Video
- Mapkit /Core location