

## Overview

The goal for this week is to create the PéopleMon app. While the app has a specific set of requirements and challenges, there is no one way to develop this app. Creativity is encouraged, but not at the cost of feature-completeness. The basic requirements will borrow heavily from the topics covered in the previous weeks of class sessions. While the complete goal is to present a completed project, the larger goal is to take the time trying to implement what you have learned, to raise questions to be asked, and to experience the important (and constant) steps of development that are found through trying, failing, and trying again. A completed project is certainly attainable, but it is also by no means easy. In the end, success is measured more in the process than in the final product.

## Requirements

The basic application should have the following features upon completion:

- Work with a RESTful backend
- Ability to sign up and login to the app
- A map view that tracks the user's movement
- Ability for a user to "check in" at a location
- Ability to "catch" other users at their checked-in location
  - User should not see their own check-in on the map
  - Other user check-ins should only show when the current user is within a certain distance of the current user
- Ability to view and edit your own user profile
  - Set your name and add a profile picture
  - Picture is to be pulled from the Photo Gallery
- Ability to view the PéopleMon that you have caught

## **Bronze Challenge**

To complete the Bronze Challenge, your app needs to implement the following features:

- Use other users' profile picture as their pin on the map showing where they have checked in
- Use the current user's profile picture as their pin on the map. Do something to differentiate this pin from the other pins on the map.

## **Silver Challenge**

To complete the Silver Challenge, your app needs to implement the following features:

- Add a nearby radar that will show the closest check-ins to the user
  - Ordered by closeness
- Add a circle around the current user showing the radius in which check-ins will appear on the map
  - Bonus imaginary points if the radius is animated

## **Gold Challenge**

To complete the Gold Challenge, your app needs to implement the following features:

- When tapping on an avatar in the nearby radar, temporarily show a large semi-transparent circle on the map showing the general area of the tapped check-in
- The circle should disappear after 5 seconds

## **Platinum Challenge**

To complete the Platinum Challenge, your app needs to implement the following features:

- Add in-app messaging to the app for users to be able to communicate with each other
- Use the JSQMessagesViewController library to help accomplish this task
- Show the user's avatar along with each message