**Description**

During this week, you will focus on applying the learning concepts and technical skills taught in iOS 301. You will be responsible for your own learning and progress, after all self-management is a core competency of a successful coder. 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. While the goal is to present a completed project at the end of the week, the larger goal is to take the time trying to implement what you have learned, to raise questions, 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.

**Is this Course for Me?**

This course is for someone who has a basic understanding of mobile app development and is looking to skill up quickly. Our courses are tailored to meet the needs of the following types of people:

* Career Changers
* Entrepreneurs
* Corporate Developers
* Software Development Managers
* Students who have taken our Android 201 course

**Daily Schedule**

**Monday - Friday:**

8:30 AM – 9:00 AM Breakfast  
9:00 AM – 12:30 PM Class Sessions  
12:30 PM – 1:30 PM Lunch  
1:30 PM – 5:00 PM Class Sessions  
5:00 PM – 6:00 PM Study Session (To Be Announced)

**What Will I Learn?**

In this class, you will learn to:

* Work with a RESTful backend
* Add sign up and login to the app
* Tracks the user’s movement in a map view
* Add the ability for the user to “check in” at a location
* Add the 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
* Add the 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
* Add the ability to view the PéopleMon that you have caught

**What Will I Build?**

In this class, you will build:

* PéopleMon – A fun, interactive simplier app similar to Pokemon

**Requirements (Prerequisites)**

These are your prerequisites for the class. There are three areas to consider:

* **Programming:**iOS 201 or equivalent understanding of the learning concepts covered
* **Hardware**: You need a machine capable of running OS X Yosemite and Xcode 7.0 available for free on the Mac App Store. A minimum of 4GB of RAM is required – but 8 GB is highly recommended, as is an SSD hard drive. An iPhone and Apple Watch are not required but are highly recommended.
* **Software**: Xcode 7, which is available for free on the Mac App Store, SourceTree, which is available at: https://www.sourcetreeapp.com

**What can I do after class to continue self-learning?**

Finish any project lab work that you don’t complete or continue adding more features.

If you don’t start immediately applying what you learned, you will lose the knowledge so it’s for your own benefit!