

41889 - Application Development in the iOS Environment
42889 - iOS Application Development
Autumn 2018

Assessment Task 3

Group project: Design and develop an application

Due the week of 4 June 2018, in your tutorial

This project is worth 30% of the overall mark for this subject.

Introduction

You will create an application that solves a real-world problem for a fictional user persona. You will follow an iterative product design cycle to produce a minimum viable product. On the final day of class you will demonstrate the product to fictional investors in a 15-minute presentation.

Requirements

1. You shall work in a group of three or four members, assigned by your lab tutor.
2. You shall create a source code repository using GitHub Classroom. Use this invitation link: <https://classroom.github.com/g/nO6X2h9b> and create a group named Group-## where ## is your assigned group number.
 - Each group member is expected to commit some code, documentation, or other assets to this repository.
3. You shall follow the Product Design cycle, iteratively planning, prototyping, and testing more detailed versions of your app. Tutorial workshops will guide you through this process.
4. You shall demonstrate your application in a 15-minute presentation, explaining who would use it and what problem it solves.

Schedule

Week	Lab Activity	Homework
7 May	Form groups and select a topic. Sketch your app's workflow.	Implement a wireframe prototype in Xcode.
14 May	Demonstrate your prototype to another group.	Refine the workflow, and begin implementing functionality.
21 May	Quiz 3 Peer assessment and code review	Implement a Minimum Viable Product.
28 May	Demonstrate your MVP to another group	Prepare presentation
4 June	Final presentations	

Assessment

10 marks: Peer assessment of your groupwork and peer review of your code design

10 marks: Final presentation

10 marks: Submitted code

Late submission

Because of the group nature of this project and the semester teaching schedule, **no** extension or special consideration will be considered. The due date is final.

Suggested Topics

- Show off features of a Cocoa Touch framework such as [ARKit](#), [AVKit](#), [Core Data](#), [Core ML](#), [HealthKit](#), [HomeKit](#), [MapKit](#), [PushKit](#), [ResearchKit](#), [SceneKit](#), [SpriteKit](#), [GameKit](#), or [WebKit](#). See the list of frameworks at <https://developer.apple.com/documentation/>
- Show off features of a third-party framework such as [Alamofire](#), [Masonry](#), or [Firebase](#). See popular frameworks at <https://trendingcocoapods.github.io/>
- Make an interactive animation or generative art/music app for children age 0–5. It should have no menus, modals, or ads; but support configuration through contextual gestures or System Settings.
(For example: [Bloom](#) or [Silk](#) or [Forever Drive](#))

Academic Honesty Policy

You will be assessed on your ability to skillfully integrate existing frameworks and libraries to solve novel problems. You may use code from external sources as long as you cite the source in a comment or Podfile.