

3. designing a solution

a guide to developing a useful
product

first step. figure out what type of platform you want to make

just a few examples...



ios/macOS/watchOS/tvOS??

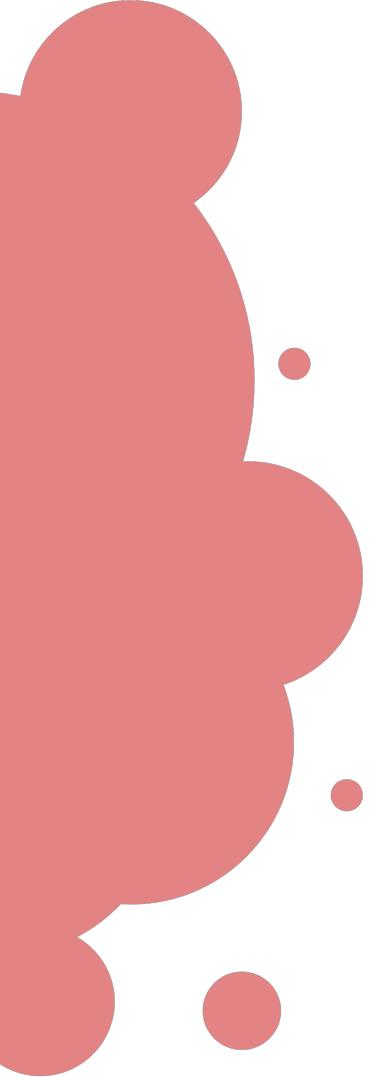


android



website

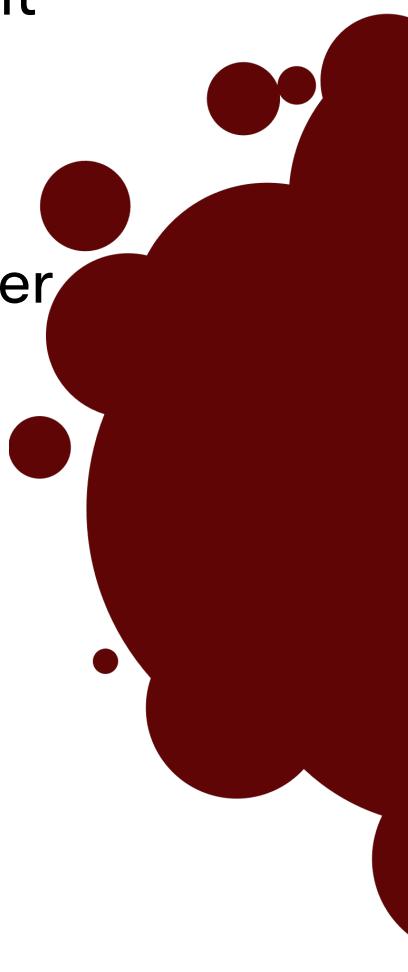




use your brainstorm sketches and start building the elements of the app

you can find good tutorials on and helpful guides on **YouTube** medium.com and coding blogs

make sure you are mindful of the judging criteria so keep good design and ui placement



to collaborate with your partner and make changes to the running version

**make sure that you are
keeping track of time and use
your strengths to your
advantage**

- make use of pre-existing libraries and api's
- try new technologies and be unique
- follow judging criteria and ask for help
- be aware of ui design, but don't prioritize it

good luck !