

8.2 Recommendations App Brief

Overview

As an app developer, you've been asked to design and develop an app that provides recommendations to a user based on their answers to a series of questions.

The app should provide recommendations for at least two different topics of your choice.

For example, it could help a user plan a night out by recommending a restaurant for them to eat at and a film for them to see. For each topic, the app should present the user with one recommendation based on their answers to a series of questions.

If recommending a restaurant, you might ask questions about the user's budget, preferred location, cuisine and atmosphere preferences and then, using your own logic, recommend a suitable restaurant.

Criteria for success

This task consolidates the knowledge you've gained so far in the course. It will test your ability to address the following user requirements:

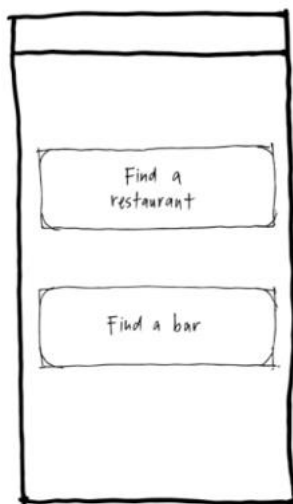
- The project compiles and runs in Xcode without crashing.
- The app includes an introduction screen which gives the user a choice of at least two topics for recommendations.
- For each topic, the user is asked at least four questions with four answer options in a multiple-choice format.
- The order of the questions must be randomised.
- The order of the answer options must be randomised every time the answer screen is shown.
- After all questions have been answered, the user must be provided with one recommendation based on their answers to the questions.
- The recommendation provided to the user should follow logic and align with the user's responses to the questions (e.g: ensure that a user who indicates they are looking for a low budget restaurant is not recommended a high-budget restaurant).
- The app must use structs and/or enums for questions and answers in a similar way to the Guided Project: "Which animal are you?".

- The app's UI must use Auto Layout and produce a consistent experience across a recent release iPhone.
- Document your code so that another developer could adapt it.
- Test your code to ensure that it compiles.

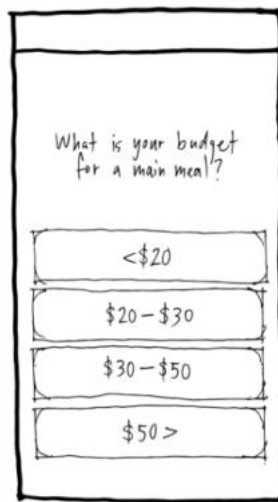
References and hints

This builds on the skills you gained from the Guided Project Personality Quiz but you have to extend your code. When you work as an app developer, a designer will sometimes give a wireframe, which shows you exactly how they expect the app UI design and workflow to be developed.

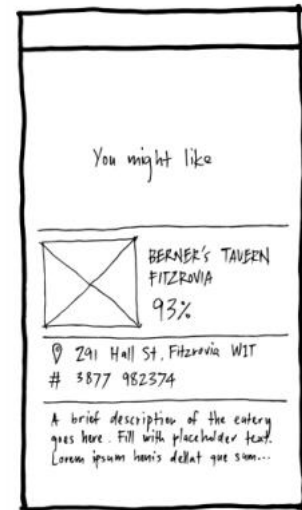
In other instances, you are provided with a rough sketch, which is designed to visually communicate the key features and workflow of the app, but does not prescribe the design or navigation. In a workplace setting, you would clarify this expectation with the designer before you begin developing. For this project, you have been provided with the rough sketch shown below. Create your app using this sketch as a guide only. As long as it meets the criteria, the design and navigation of your app is completely up to you.



Introduction view



Question view



Recommendation view

Your main source of information should be the work you have completed throughout the course. Other sources are websites and tutorials.

- Design your app first. Plan out your features and workflow of your app before coding it and choose an appropriate navigation hierarchy.
- Consider what model objects you'll need to support your app.
- Ensure you have a large enough data set for your app to give accurate results.
- Test your app on a friend, or family member and consider their feedback.
- Remember: The Guided Project: 'Personality Quiz' demonstrates usage of all the assessment criteria. Use it as your inspiration.
- The guided project uses QuestionViewController for each question. Feel free to use your own unique view controllers for each question but consider your workflows carefully.
- Read *Part One – Project Planning* in the intro of the Guided Project.
- As always, keep it simple. Re-read the above criteria regularly to ensure you are on track.