Project Guidelines

CS 442: Mobile App Development
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Agenda

- Project
  - Milestones: schedule & grade weights
  - Guidelines & Suggestions for ideas
  - Deliverable details
- Swift overview & prescribed reading
Project deliverables/milestones:

- Informal project proposal  
  Feb 1
- Elevator pitch  
  Feb 9-11
- Requirements document  
  Mar 2
- Paper prototype  
  Mar 2
- On-Device early prototype  
  Apr 1
- Demo & Presentation  
  Apr 27 - May 1
Point breakdown:

- Informal project proposal   5%
- Elevator pitch             5%
- Requirements document      10%
- Paper prototype            10%
- On-Device early prototype  20%
- Demo & Presentation        35% & 15%
Informal Project Proposal

- team members (if more than 1)
- 100-200 word high-level idea for an iOS project(s)
- send first e-mail ASAP!
Informal Project Proposal

- Will likely go a few e-mail rounds
- Must receive *final approval* by Feb 1!
  - In time to rehearse for pitch
Guidelines

Apps must:

- be read/write

- make use of several foundational (UIKit) pre-built controllers

- maintain reasonably complex data stores
Guidelines

Apps must:

- have local & non-local *persistent* aspects
- make some use of asynchronous/concurrent mechanisms
Guidelines

Discouraged are apps that:

- depend on large third-party platforms
  - game engines
- proprietary/commercial libraries
  (e.g., AR,
Suggestions (categories)

- Social / Crowdsourcing
- Productivity
- Apps that use some of the “interesting” APIs: geolocation / accelerometer / image processing
Elevator Pitch

< 1 minute presentation

- convince us that your idea has merit and is worth doing

- tell a story & be engaging (practice!)
Requirements Document

- 3-10 pages, typed
- *what* features your app will have and *how* we will determine they are working
- for requirements, see rubric on website
Paper Prototype

- describe the look and behavior of your app
- one drawing per app screen, documenting:
  - transitions (where & how)
  - screen/view hierarchy (especially in app navigation models)
Early Prototype

≈ 50% feature complete; builds & runs
- all screens reachable but maybe not fully functional
  - OK if lacking polish, optimization, graphics, persistence, etc.
Demo & Presentation

< 25 minute presentation and live demo
- final commit by 11:59PM, Apr 25
- feature complete, debugged, and camera-ready
- possible separate code-review
§Swift
Crash course starts next week, but:

- very little on basic syntax/semantics
- focus on gotchas/unfamiliar elements
- ideally, plenty of hands-on work instead of lecture
So, read the book!

By start of next class, read chapters:

- A Swift Tour
- The Basics - Closures (7 chapters)

~ 180 pages (mostly skimmable)
Hands-on practice *is a must!*

- If you have a Mac, install Xcode and work through the examples in a “playground” project.

- If not, go to [http://swiftstub.com](http://swiftstub.com) and use the online Swift REPL there.