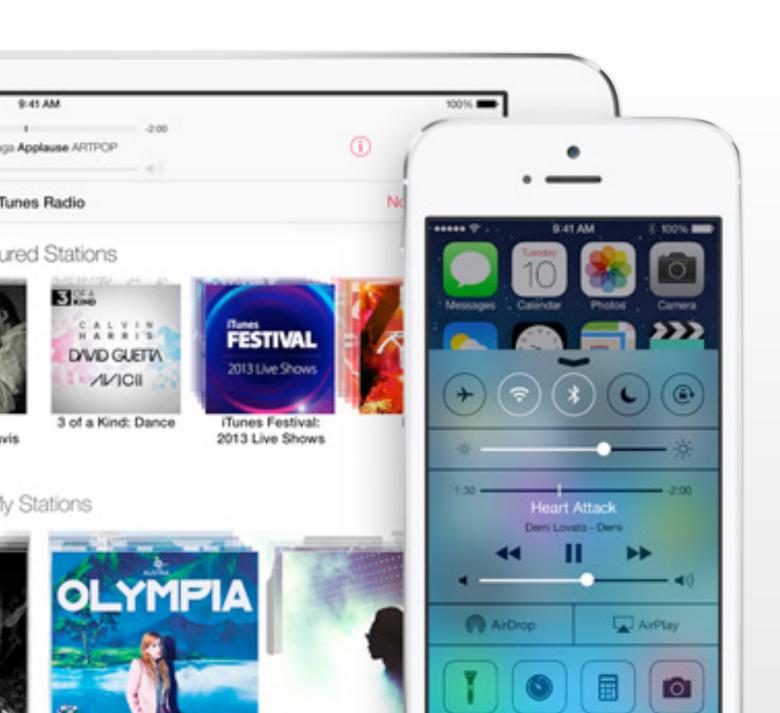


iPhone Application Programming Lab 5: Final Project Kick-off



Nur Al-huda Hamdan Media Computing Group RWTH Aachen University

Winter Semester 2015/2016

http://hci.rwth-aachen.de/iphone





A05 Review

- Great work, but needs a little more work!
 - Button not working!
 - Unresponsive apps, e.g., using main thread for data reading/writing!
 - No default data in the app!
 - Visual design lacking!
 - · Check if camera source is available and give the right response if not
 - · Separate your code, every screen should have its own view controller
 - · Images content mode must be aspect fit
- Deadline extended until Wednesday 9.12.10:00pm (optional: only if you feel you can do better)



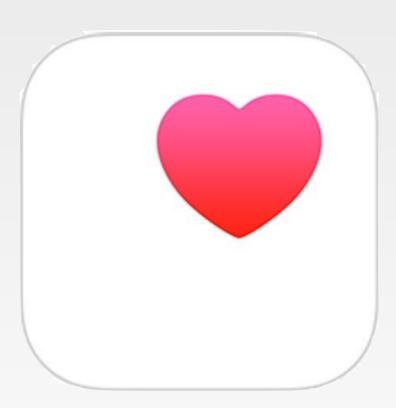


Final Project

- You can develop any app you wish!
- With a few conditions...
 - Team size: 4! only one team can be 5
 - Theme: health
 - Constrain: should allow multi user, 2 or more, multi-use (sync) communication through your app



Health



- iPhone sensors
 - Core Motion Guides
 - CMPedometer to retrieve step counts and other information about the distance traveled and the number of floors ascended or descended
 - CMAccelerometerData provide a measurement of acceleration along the three spatial axes at a moment of time
 - CMGyroData provides a measurement of the device's rotation rate
 - Manometer, altitude (hiking), more...
 - WWDC '14 Core Motion
- HealthKit
 - Store your data
 - Statistical calculation on data
 - Share your data





App Type

- Immersive app, e.g., game or challenge
- Chat app
- Music app
- Utility app, e.g., note book, calendar, reminder, tracker...
- Health Journal app with images, maps,



One Last Thing

- Your app should be energy efficient. Read about energy efficiency for iOS
- · Your app should be responsive. Read about concurrency programming
- I will consider the structure (MVC and data types) of your app and documentation in the final grade
- Your app should be visually appealing
- Make your data and UI persistent (JP)
- Use <u>size classes</u> and <u>adaptive layouts</u>
- Include a launch file, and required icons
- Check your <u>terminology</u>
- Check for colors and typography (use dynamic type)



How to Proceed?

- For your teams
- 12 minis brainstorming
- · Prepare a rough poster and describe your initial idea to the class, get feedback
- Refine your idea
- Send me a description, screens, list of features (use the guidelines in <u>HIG: From Concept</u> to <u>Product</u>)



Optional: <u>Github</u> for code for collaboration

Project Timetable

1	07.12.	Kick-off
2	14.12.	Send idea to Nur (<u>format</u>)
3	21.12.	Data model
4	28.12.	Main screens
5	04.01.	Event handling
6	11.01.	Working prototype (Send to Nur)
7	18.01.	Is your app responsive?
8	25.01.	Is your app energy efficient?
9	25.01. 01.02.	
		Is your app energy efficient?
9	01.02.	Is your app energy efficient? Is your app visually appealing?

Optional: Slack for team communication

