IOS Project Rubric

Your course long project will require that you develop an application that utilizes three categories of functionality taught during the course:

**Note Taking**…taught in our database section for local (week 5) and external storage (Week 6) .

**Geo-Location**: Week 7

**Hardware Object**->**Multimedia with Photos/Audio/Video:** Week 8 . Your application must utilize one of the aforementioned.

Your application will be developed for use on ios 7 (ios5 minumum). This is so we can hit the major markets.

So what can a skillset with mastery of these areas achieve? Here are some ideas:

1. **“Road trip game”** – Keep the kids (or yourself) busy by playing the old road sign game. Create a list of road signs and allow the player to take pictures of those pre-assigned road signs and add geolocation of where they were found

Requirements:

* Bingo style game that randomizes street signs you will design in the design course (You will use a collection view)
* Have a timer using the NSTimer class that runs in the background when the game is played.
* Store the time it takes to complete “Bingo”/Have a table view of best times
* Require a photo be taken of the sign (photo can be shown via modal window when button is clicked)

1. **“Museum guide creator”** – If you love museums…you can use these areas of technology to create your own guide to remember the experience. Many museums do not allow photography. For those, an audio description of exhibits or sections along with text entries can accompany museum endorsed multimedia after the visit. For museums that allow photography, a multimedia memory of your experience can be easily achieved.

Requirements

* Have 1 example of hardware and framework utilization for audio/video/camera
* Store a description
* Geolocate the museum

1. **“Trip Journal”** – Just like it sounds…keep track of your favorite locations, sounds and sights with your new personalized app that stores the memories.

Requirements

* Have 1 example of hardware and framework utilization for audio/video/camera
* Geolocate Location
* Store Description/Location

The projects are due in week 11.

Make sure you add appropriate comments in your code.

App must have ReadMe.

App must have icons and a launch image (as detailed in the iOS App Programming Guide).

Your app must run on an iOS device (iPhone, iPod touch, iPad).

Create view controller templates, so that you can easily add functionality.

Create a system design (architecture) diagram.