

# Course Summary

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Professor Larry Heimann

67-443: Mobile Application Development

# Sprint 6

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- Due date pushed to 11:59pm, Friday December 5th
- Graded strictly on percent of v2 features were delivered on time
- Lesson in meeting sprint deadlines

# Posters & Commercials

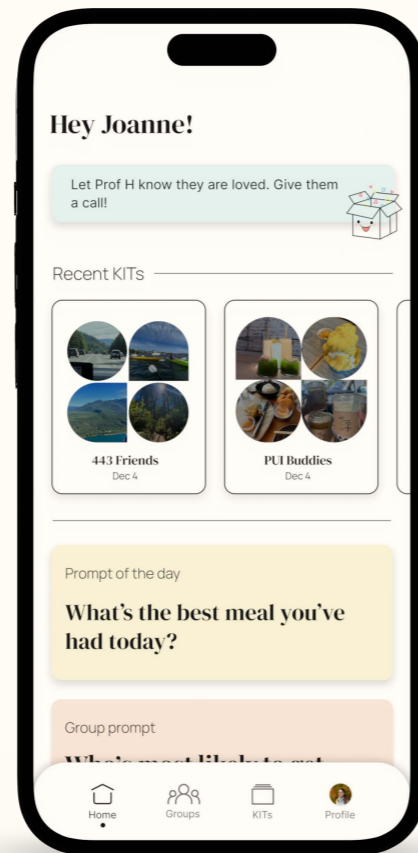
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- CMU Box folder for posters, due Monday 12/9 by 5pm
- Size
  - 2ft x 3ft (Landscape or portrait view)
  - 15 MB file size max
- Commercials
  - 30-60 seconds in length (strict min/max limits)
  - Post in Box folder by 12/14, 5pm

# OurKive

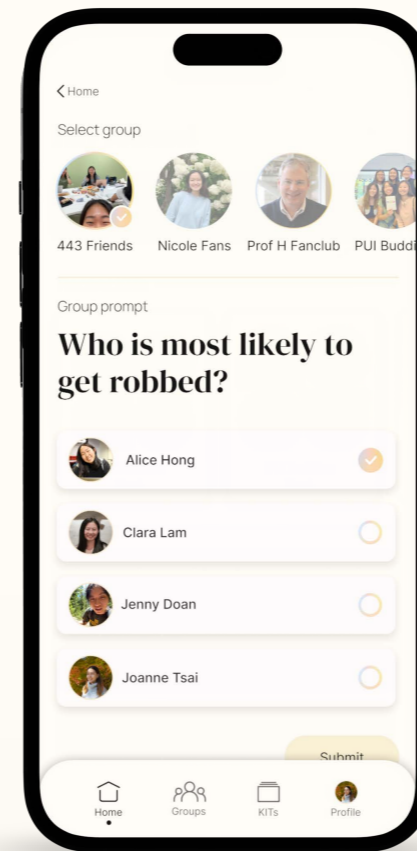
## Keep In Touch

OurKive keeps the conversation going with fun, simple prompts released every day. See how your friends are doing, update them about your life, and...find out if your friends think you're the most likely to fall victim to a Ponzi scheme?



### Keep your friends in mind

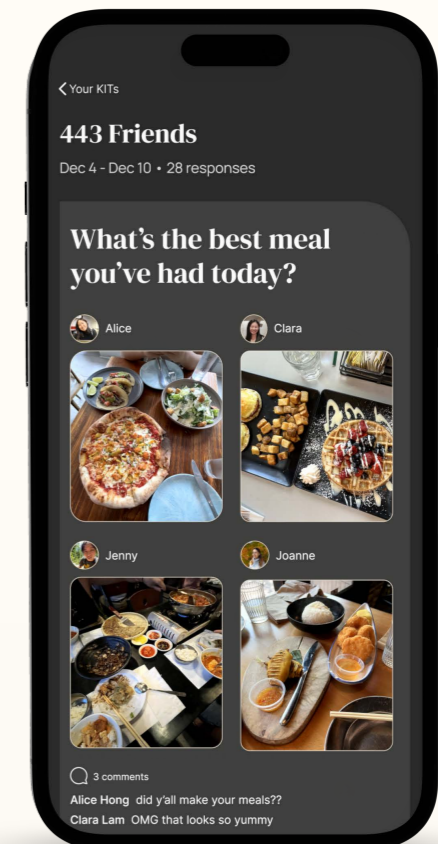
Get daily notifications that bring you to this screen – an all-in-one interface to update, think about, and remember to reach out to your friends.



### Answer fun daily prompts

Prompts can come in different forms – text prompts, photo prompts, and poll prompts like this one! Use this as a chance to keep your friends posted.

Team 02: Jenny Doan, Alice Hong, Clara Lam, Joanne Tsai  
67443 Mobile Application Development in iOS  
Fall 2023

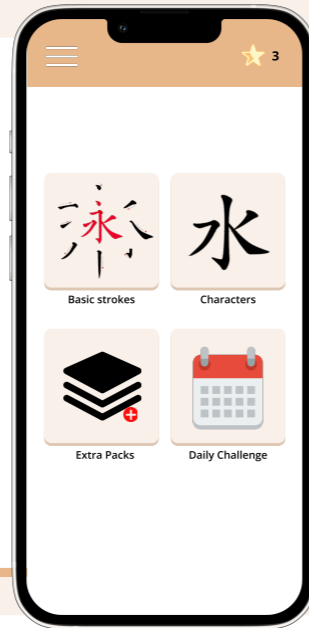


### See how your friends are doing

Discover a fresh KIT (Keep In Touch) every week. View a compilation of your friends' responses to last week's prompts to see what they were up to and learn something new about them!



*your personal calligraphy coach*



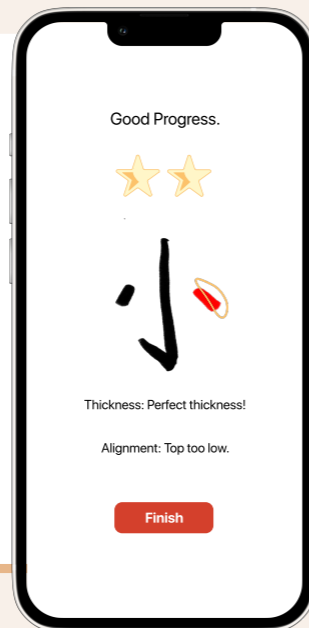
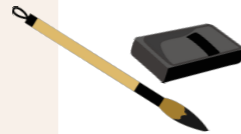
## Learn Anywhere.

Learn the fundamentals of Chinese calligraphy through basic strokes, characters, and daily challenges, all in one app.



## Snap a Photo.

Practice brush-writing anywhere, and snap a photo of your work to receive immediate feedback.



## Visual Feedback.

Get personalized visual feedback, based on our image processing algorithm, to see exactly where you can improve.

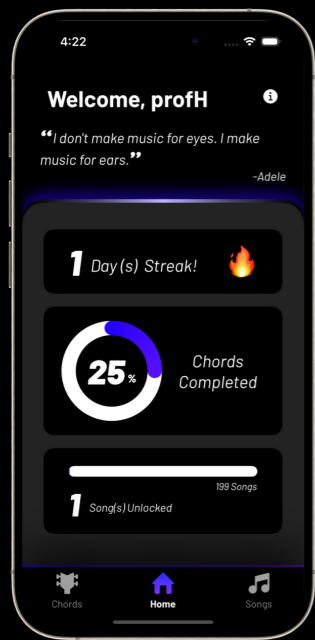




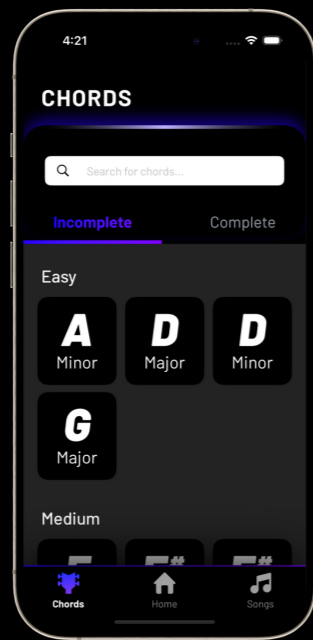
# Chordable

Team-16: Ariel Kwak, Owen Gometz, Minjoo Kim

**Master guitar effortlessly with our one-stop-shop platform: Learn chords with instant feedback, play along with 200 songs, and track your progress with ease!**

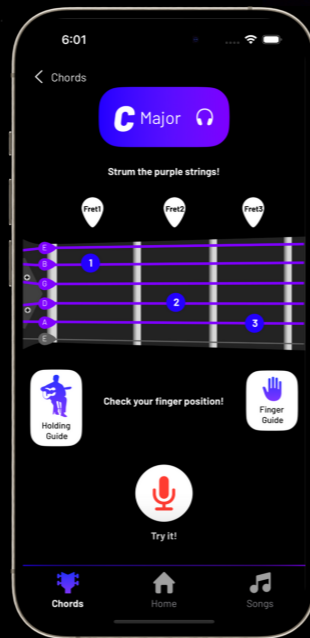


Keep yourself motivated & track your progress!

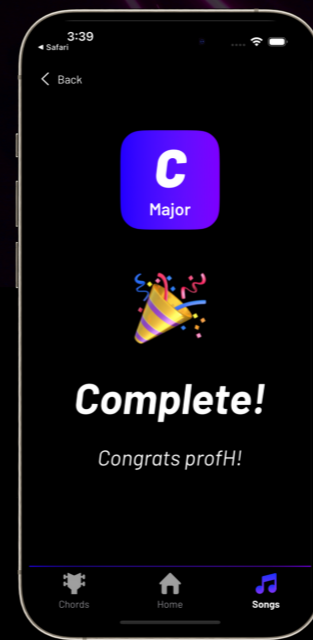


Explore 24 unique chords to learn!

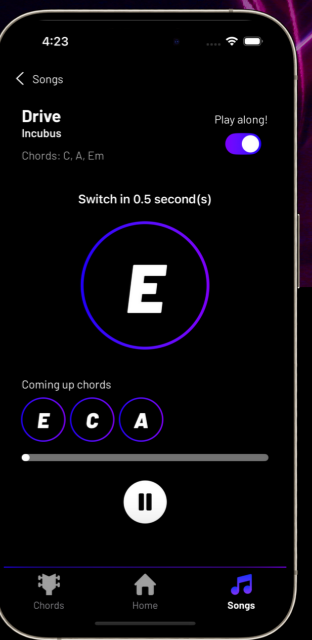
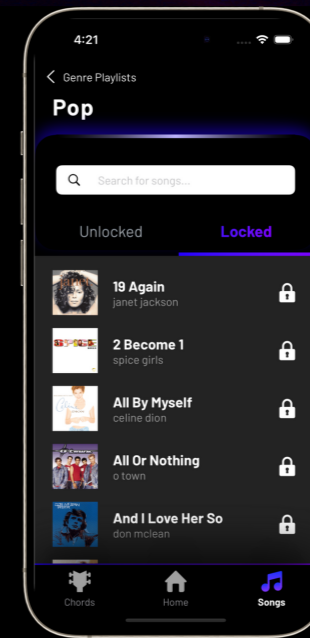
Elevate your chord mastery!



Receive instant feedback!



Master chords, unlock magic!



Dive into the beat!

# Final Presentations

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- In Danforth Conference Room
- Be early; have tech ready
- Timing
  - Commercial plays first
  - Present for 7 minutes, max (most take less)
  - Q&A for 7 minutes, max
- Video versus live demo

# Final Project

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- Will start collecting final versions of repos on 12/12 at 12pm
- Multiple graders - final grade is an average of scores.
- **Must be on main or master branch**
- README files are *very important*
  - Design decisions
  - Tech decisions
  - Testing issues
- Better to have fewer features running smoothly than a buggy or incomplete app.



What did you expect this class to be about?

# While developing a variety of mobile applications, you learned:

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- To create innovative solutions to address real-world situations that meet user needs that have not yet been addressed by the market;
- To apply disciplined techniques for bringing an original idea from fuzzy concept, to prototype design, to feasibility testing, to the reality of potential application launch;
- Understand more about software architecture as well as be able to work with the asynchronous transfer of data between app and service and optimize processing to improve user experience;
- To apply principles of user-centered design to the development of software for mobile platforms to ensure a rich and satisfactory user experience;
- To apply best practices in agile project management to make plans, organize projects, align resources, monitor obstacles to success and design strategies to overcome them, and achieve desired outcomes.