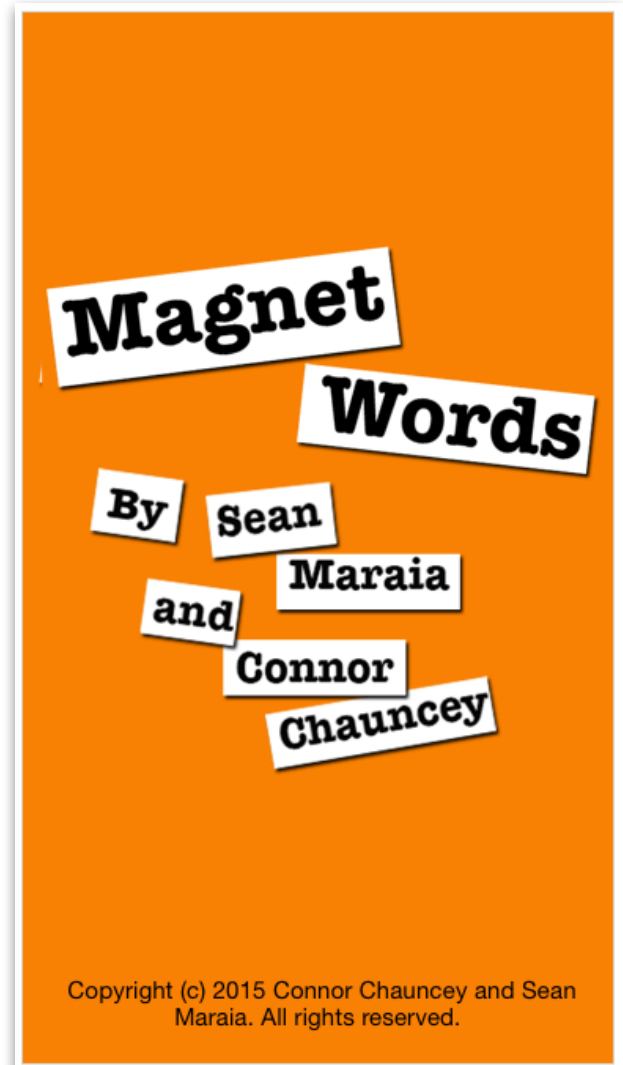
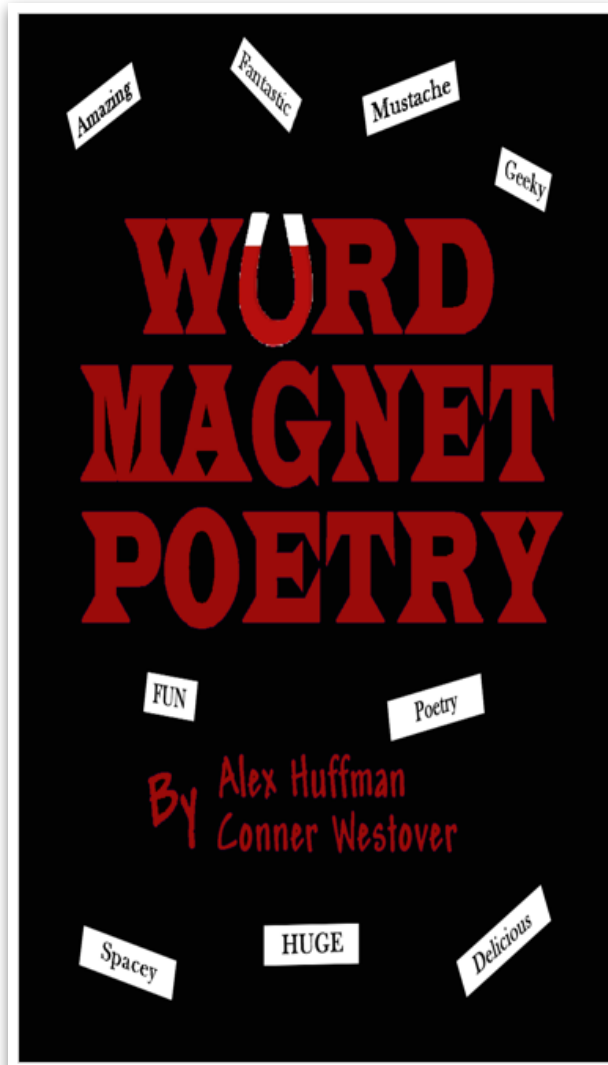


Project 1 Wrap up

They looked great! Here are some of the highlights:

1) Launch Screens - A well-designed custom launch screen gives people a good first impression of your app. A lot of groups did a good job on their launch screens - usually made by placing a `UIImageView` on `LaunchScreen.xib` (P.S. You can use the Assistant Editor Preview Mode with the `LaunchScreen.xib` too):





An alternative to a splash screen is taking a snapshot of the screen and presenting it as a launch image instead.

2) A nice app icon also makes a good first impression.



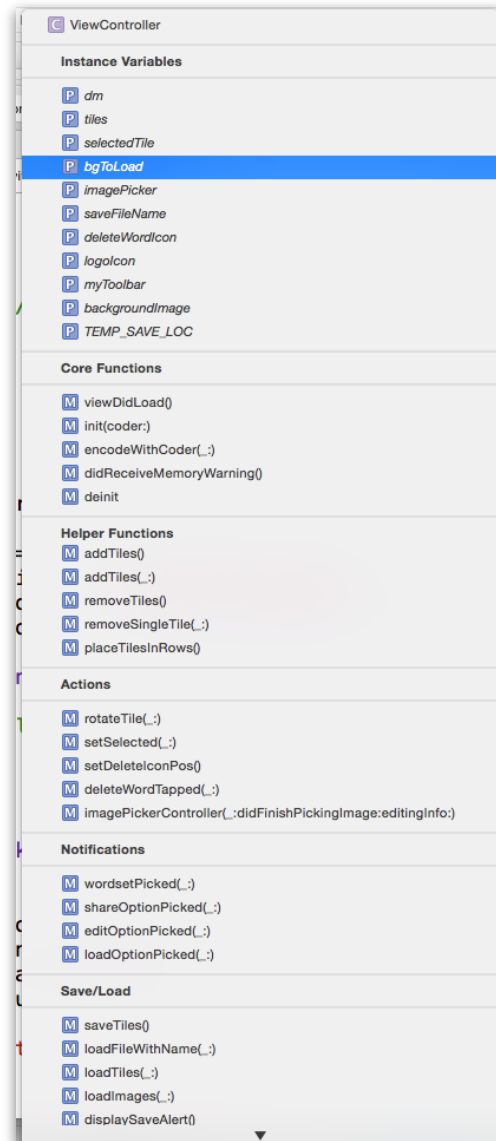
3) A good name for your app should be concise so it isn't shortened by an ellipsis:



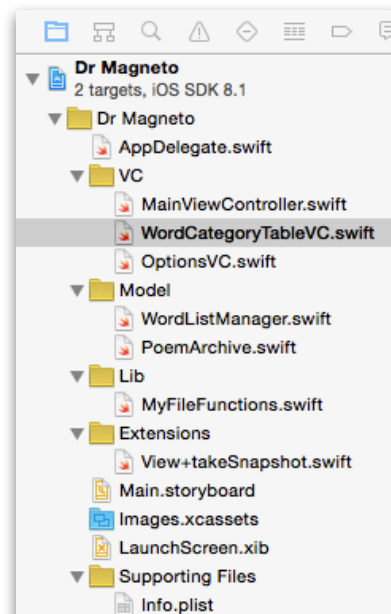
You can easily change the name of your app in Xcode - see this article:

<https://developer.apple.com/library/ios/qa/qa1625/index.html>

4) Well-commented code.
 Plus you can use `//MARK:`
 and `//TODO:` and `//FIXME:`
 which give you nice separators in
 the jump bar -->

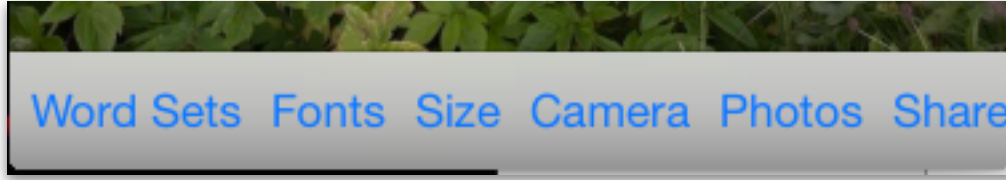


5) Well-organized code in the
 Project Navigator -->

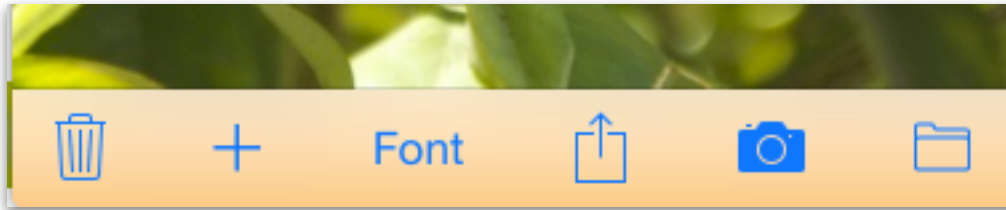


6) A toolbar that's not too cluttered, and uses built-in icons where possible.

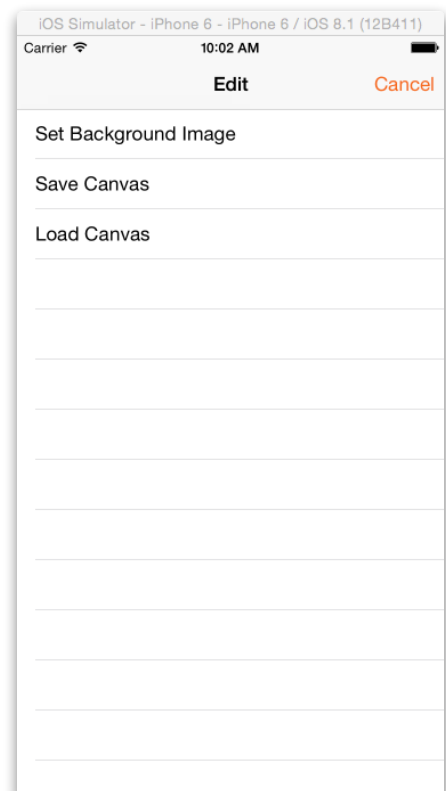
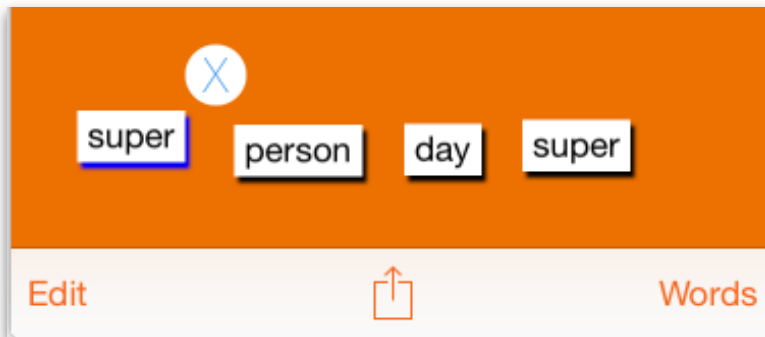
This one needs work:



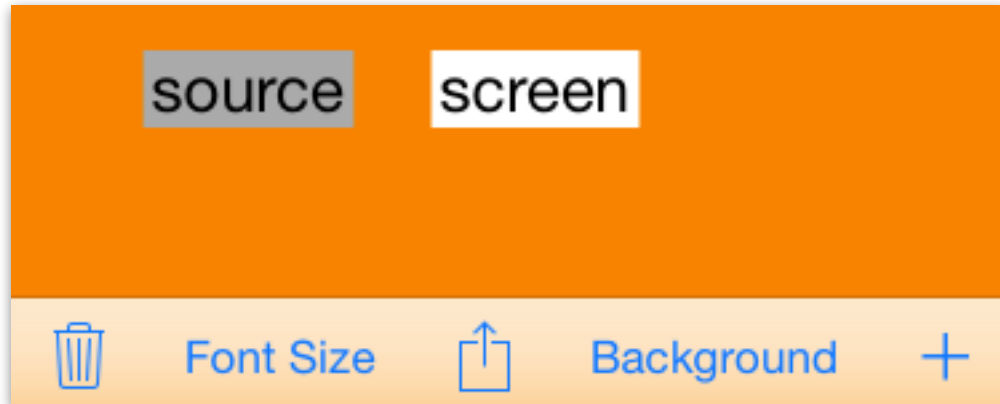
This one works well:



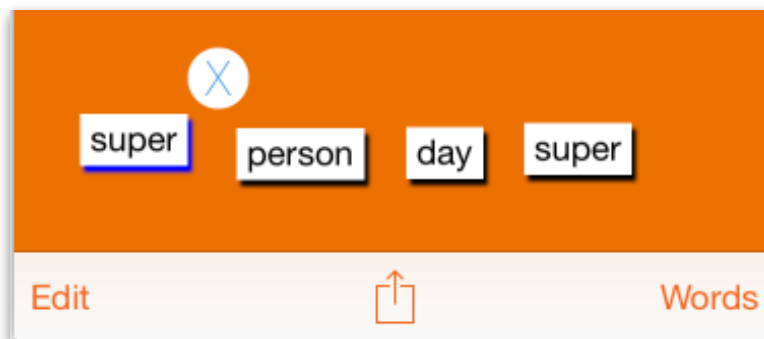
This example off-loaded functionality to a separate view controller and de-cluttered the toolbar:



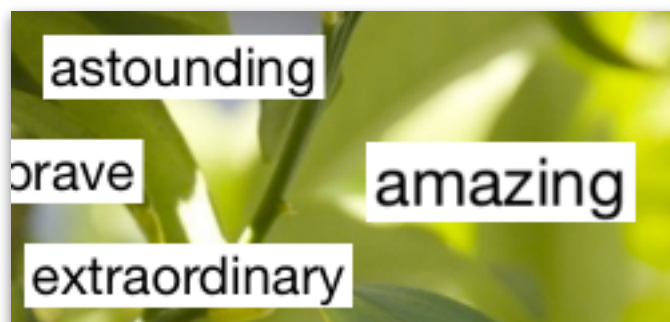
7) Highlighting a word when it has been selected, and making it eligible for being trashed. Allowing multiple words to be selected and deleted simultaneously is even better. You could do this with gesture recognizers on a tap, or a long press. De-selecting when you tap on the background would also be nice. Don't forget to animate the deletion:



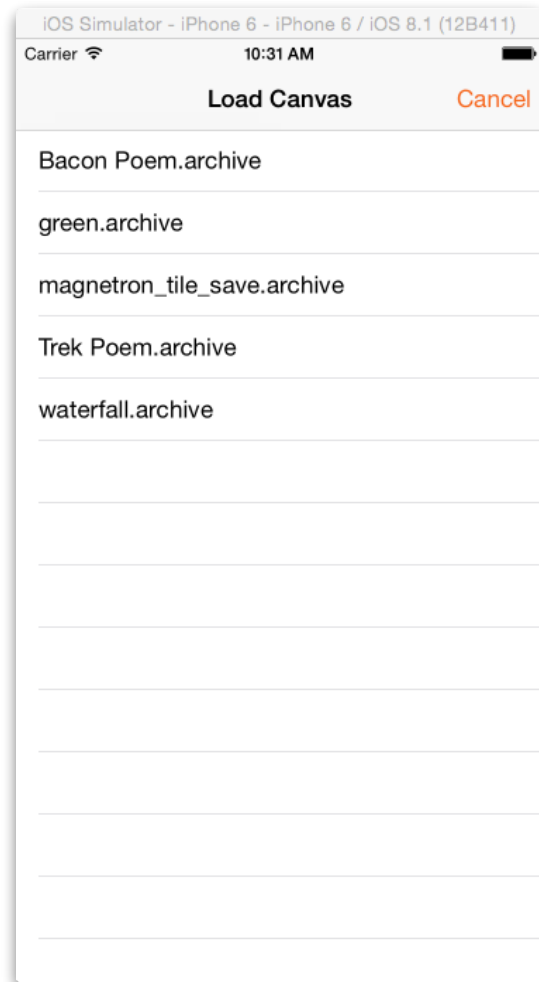
Adding an X for deletion of a word was a great idea. Highlighting the word in some way, and emulating iOS 8 for the feel of the control would have been even better:



Changing a word's size slightly while it's being dragged was a nice "Kinetic Realism" effect (don't overdo this effect or you'll have usability issues):

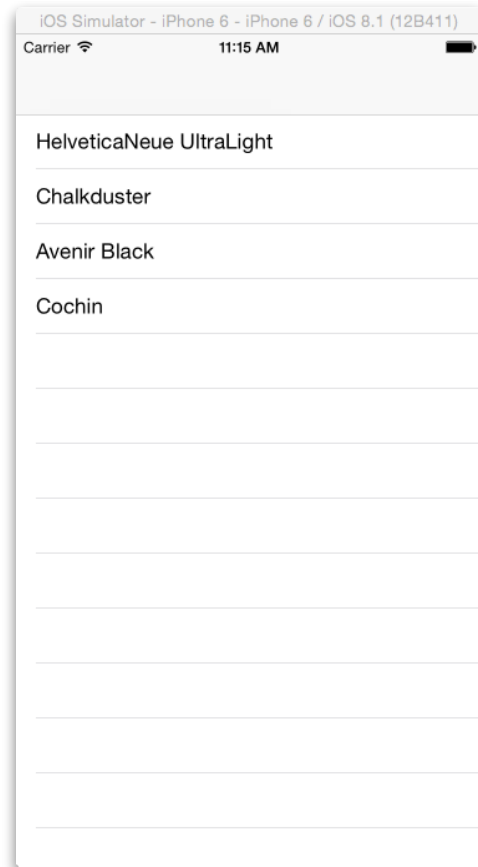


7) File System Functionality - saving and loading poems - this is great!:



(You should probably hide the file extensions from the user though)

8) Being able to change the font was nice:



9) Choosing Words - the primary thing this app should do is to allow the user to make poetry by giving them a selection of words (but not too many words). The completed version I showed you came with too many words to work well on a phone-sized screen. Solutions that people came up with included:

- keeping the word set very small, and allowing users to change categories.
- allowing users to add type in a word they wanted to add
- allowing users to mix and match words from different categories - this is shown below:

