

Spring**Professional Practice II****Credit Hours:** 4**www.evl.uic.edu/mad/421/****Office Hours:**

By Appointment

Lab:

Mondays 1.00-6.40pm

Zoom & in person

Via: website, Zoom, Blackboard

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A1-3 AIM development**Assingment: AI Module Development
(AIM Screens in Xcode) (Based on A1
Research)**

Based on finalized research from A1, each team member will develop selected AI Module (AIM) interface screens using Xcode, following class tutorials and assigned readings. Each team member is responsible for developing one selected screen.

Students must apply the established style guide, including typography, color scheme, and UI interface guidelines, to ensure the AIM screens visually and functionally match the overall BlockABloom app design. Development should closely reflect the high-fidelity AIM storyboard.

Students are required to create and work from an individual copy of the project file and must not modify the original shared file. Special attention should be given to graphics, UI components, constraints, and Auto Layout. Screens should be built using a hierarchical, cascading structure, where smaller UI elements are nested within larger containers to support scalability and responsiveness. Iterative testing and refinement are expected.

Grading Criteria (10 points)

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UI Consistency & Style Guide Use (3 pts): Typography, color scheme, and UI elements align with the BlockABloom style guide and app design.

Screen Development & Accuracy (3 pts): Selected screen closely matches the high-fidelity AIM storyboard in layout and interaction.

Constraints & Auto Layout (2 pts): Proper use of constraints and Auto Layout to ensure responsive and scalable interfaces.

Hierarchy & Cascading Structure (2 pts): UI elements are organized in a clear hierarchical structure with correct nesting and layout logic.