



Esri International Developer Summit  
Palm Springs, CA

# How the GeoChase App was built

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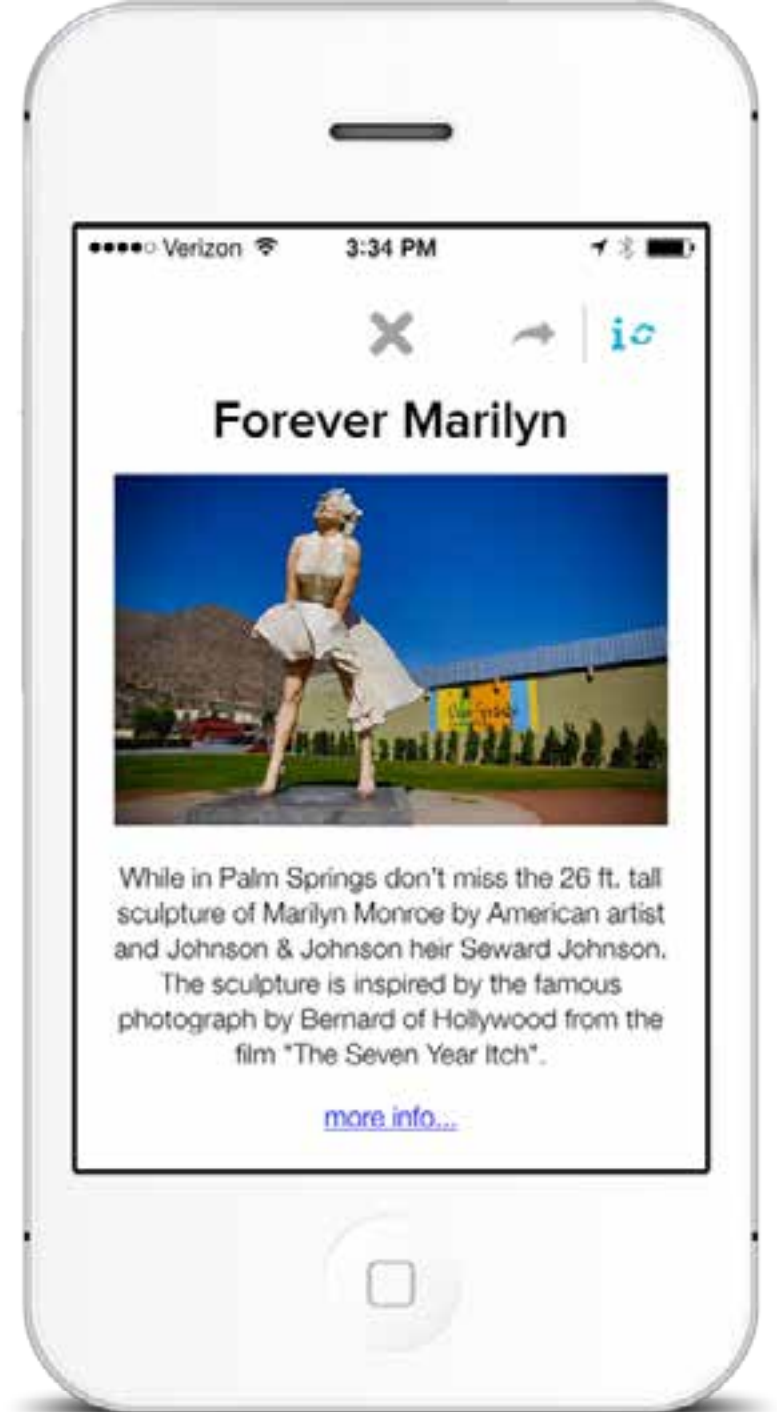
Dirck Schou

## Key areas to cover

- **Defining the project goals**
- **Working with the Geotrigger Service**
- **Working with the iOS SDK**
- **Getting the app out to the audience**

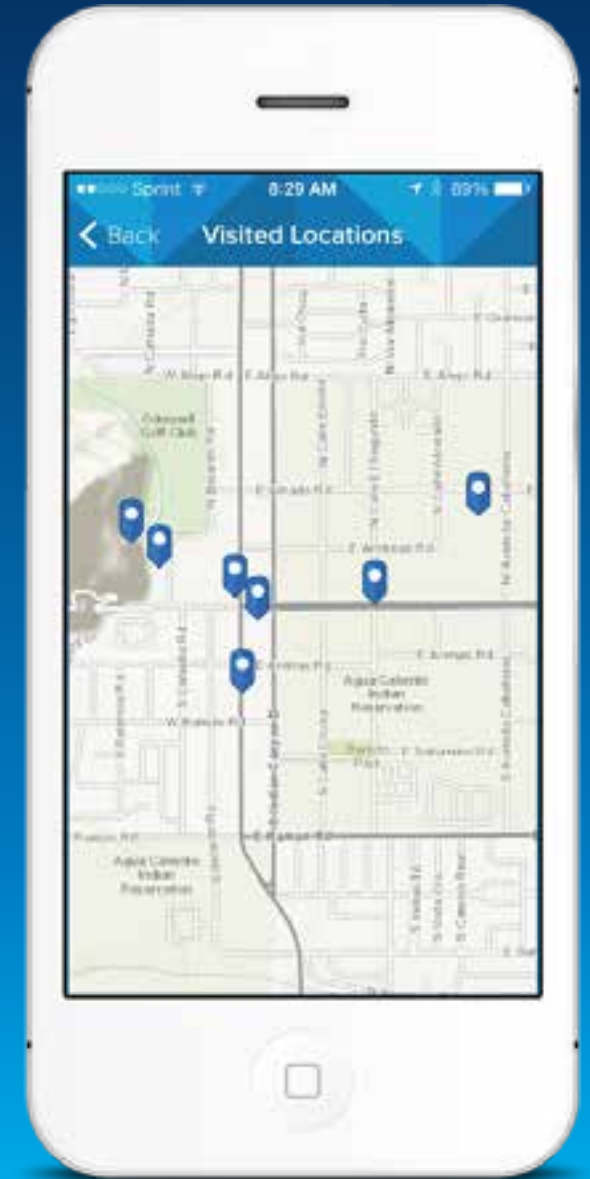


# Defining the Project Goals

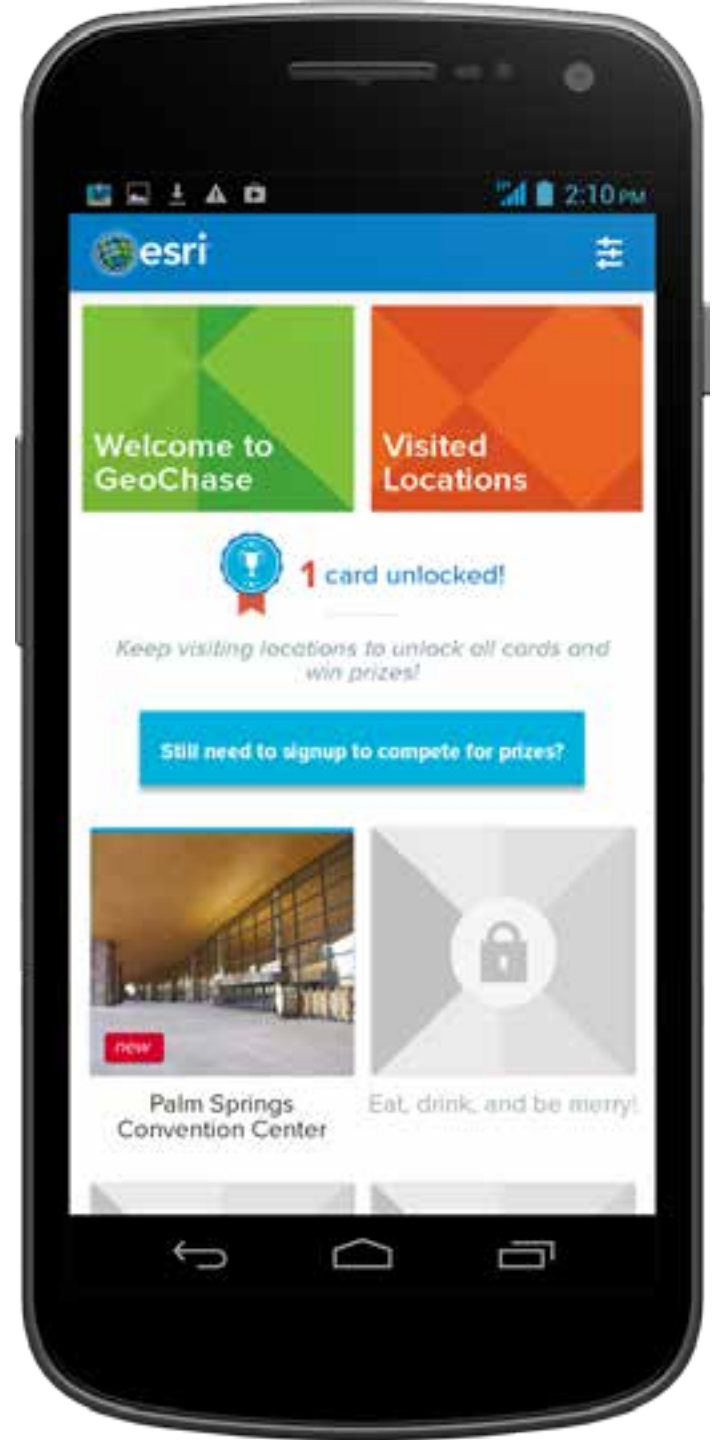


# Defining the Project Goals

- Know the audience
- Know the stakeholders
- Define what success looks like
- Define risks
- Test, test, test...



# Working With the Geotrigger Service

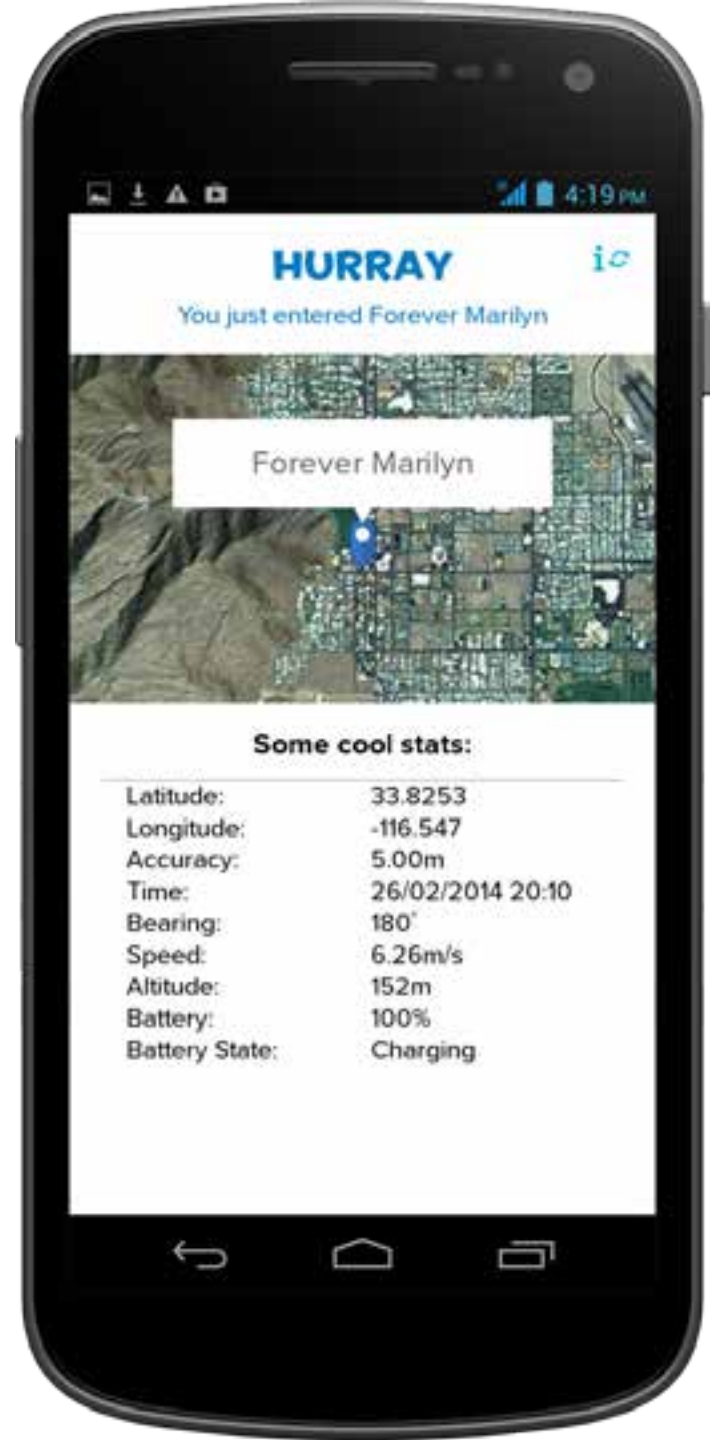


# Working with the Geotrigger Service

- Defining the geofences
- Hooking in events for location and time
- Define the content for the app
- Tie everything together
- Make the content dynamic
  - Online CMS



# Working with the iOS SDK



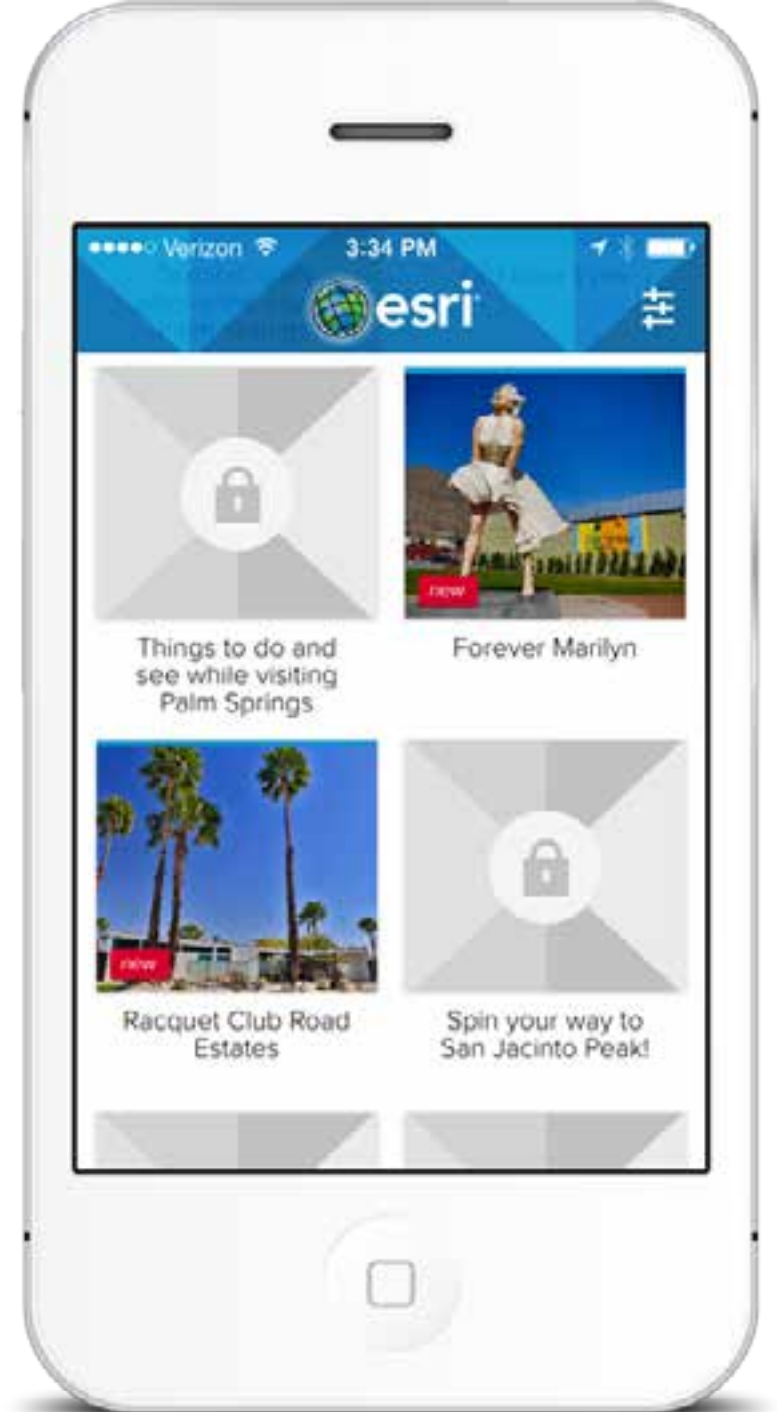
## Working with the iOS/Android SDKs

- Easy integration with Geotrigger Service
- Build native apps with mapping components
- This was the easy part



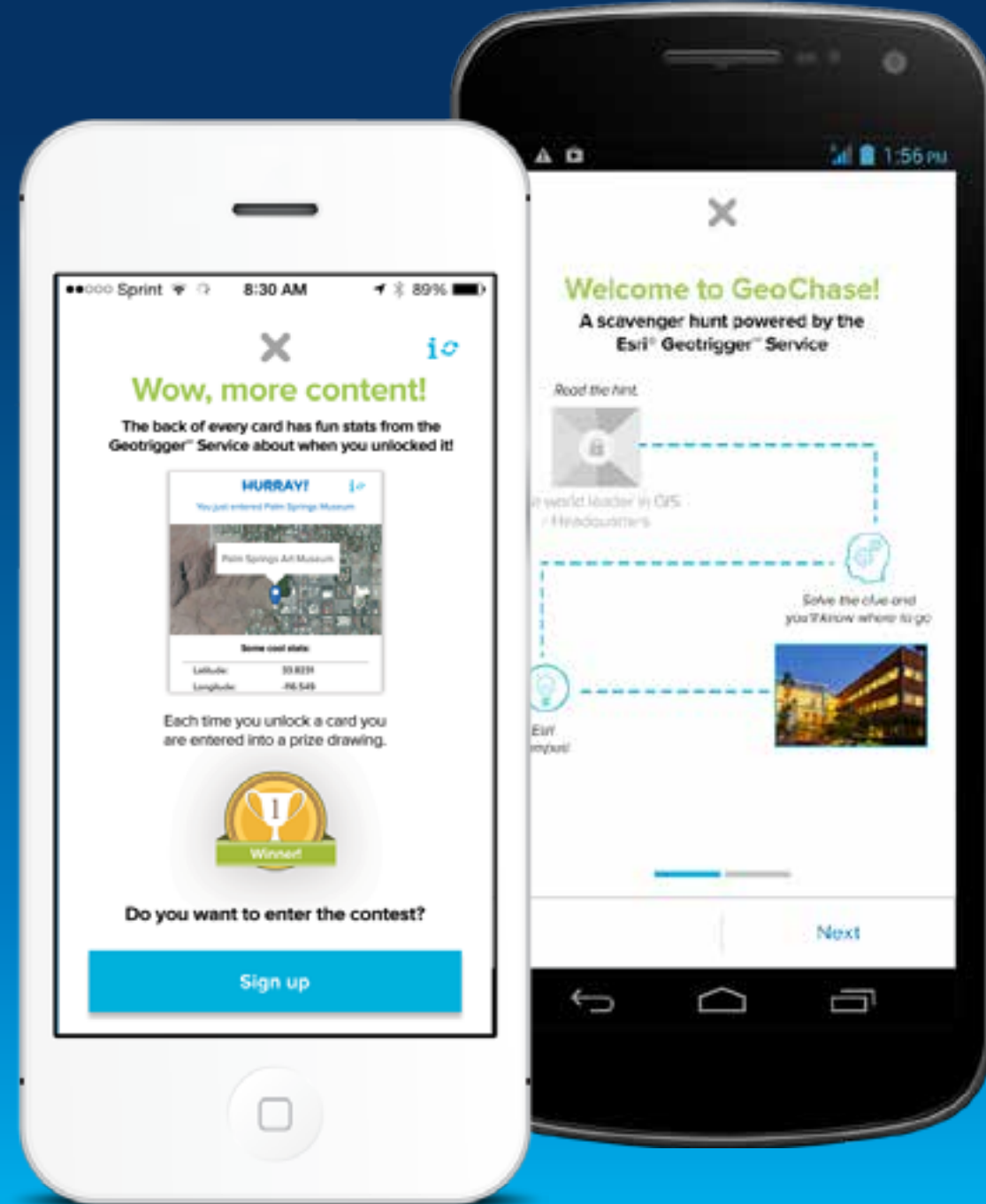


# Getting the App Out



# Getting the App Out

- Apple is Apple
- Google Play is pretty easy
- Windows Marketplace
- Be careful with updates
- Know the rules for each venue



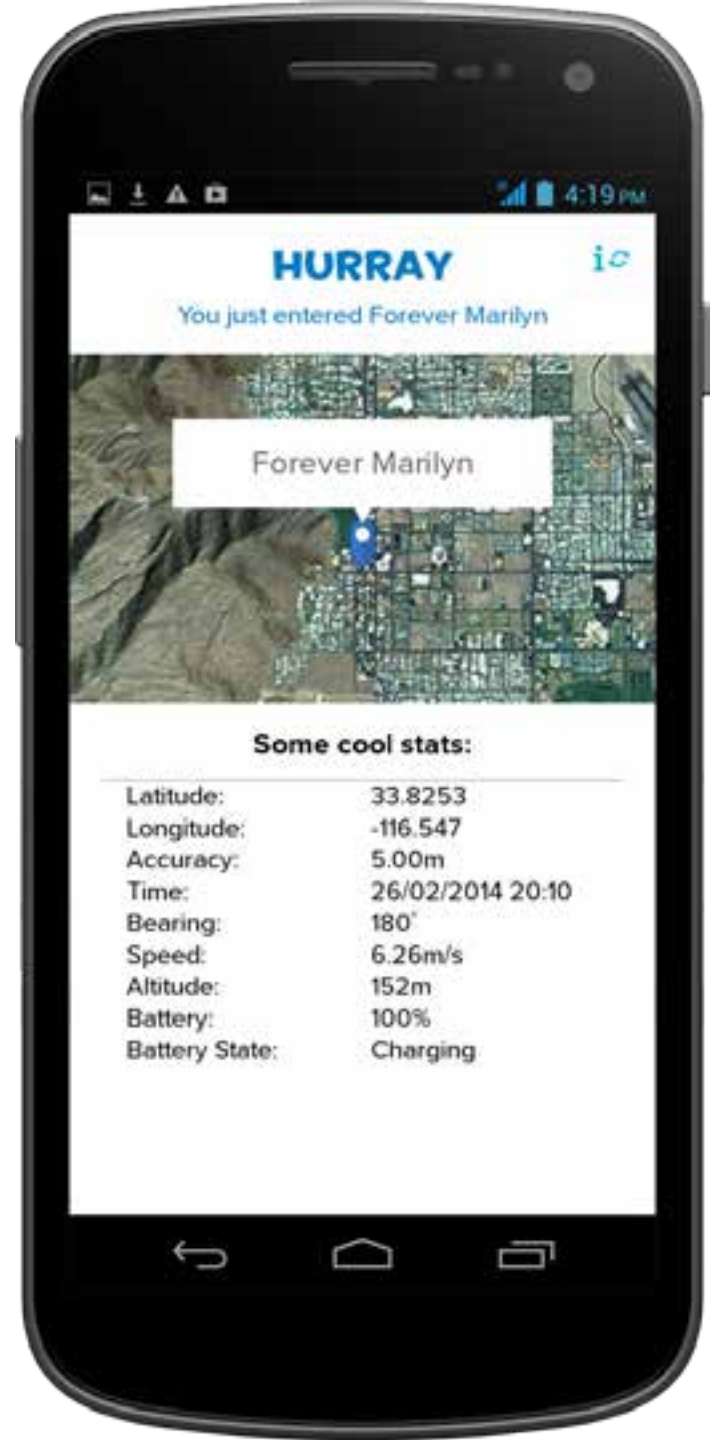
# Thanks!!

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Understanding our world.