Grad Project

Here is my original excerpt for the Grad Project Proposal :

"For the Grad project I will be taking a focus on aesthetics. This class is centered around app development and for the graduate section of this project, I will be focusing on app design. I intend to use some tutorials and frameworks from around the web like IBAnimate.framework, Spring.framework and some material design principles while adhering to Apple's HCI guidelines. While some aspects of the design are already in place, It is my goal to make a very aesthetically pleasing app.

Some examples of what I am envisioning can be seen below. The features include:
animated transitions
table view with background cell image
background cell matches percentage remaining as a horizontal progress bar.
animated pop up view to affirm user action.
"

Some of this has been integrated into the app already alongside project 2. I'll make a checklist here of features / bugs that I will be addressing for the Graduate project portion of the class.

- IB Animatable

- Spring

- custom Navigation Bar (✅ color, font, etc)

- Table view with background cell image (✅ already done)

- background cell matches percentage remaining (❌ decided not to do this for UX purposes)

- animated pop up view when saving new spice.

- add a few more spices to the image library.

- make a nicer looking empty jar image.

Here's a list of all the features implemented with Design and aesthetic in mind:

Learned to define custom UIColor instances with RGBA values to be used natively,

learned how to implement custom typefaces from web.

Learned how to change the navigation bar (Title, navigation items, font, tint)

Learned how to create custom UIView with nib and call programmatically as an overlay HUD.

Learned CoreAnimation techniques

Added 9 more spices and texture images

Cleaner jar image for readability

learned about defining custom tableView cells and how to adjust parameters programatically.

Did not implement:

IBAnimateable - This framework requires me to completely disassemble my storyboard and start from the beginning. I found it was mostly designed for those who do not know how to code.

Spring - Could not find any relevant animations that couldn't be done with CoreAnimation

Adjust Spice.percentageRemaining : Double by sliding on tableViewCell. - decided this was bad UX and was too easily modified by mistake.