

**Team Number: 1**

**Group Members:** Akram Bettayeb, Brandon Ling, Kate Zhang, Megan Sundheim

**Application Name:** TimeFrame

**Contributions:**

Akram (23%)

- All Registration/Login screens
  - Created Firebase project and configured Firebase Authentication and Realtime Database for storage of some user data upon registration (username, first name, last name).
  - Implemented login based on email/password credentials
- Helped Brandon with creating some albums for the home screen in Firestore
  - Configured Firestore Database to store user albums
- Logout functionality in the Edit Profile screen

Brandon (23%)

- All Home Screen Storyboards and majority of the home screen functionality
- TODOs/Issues
  - Displaying the photos in an album: Wasn't able to get the Firestore Database and Firebase Storage to work completely. As of right now, the database stores each unique user uid and creates folders for each album. Wasn't able to figure out how to grab the photos and display them in a CollectionView. Need to finish this in the next phase.
  - Displaying the albums: Currently doesn't work due to it being dependent on Firebase Storage and Firestore Database as well.
  - Album view segue: Currently when making a new album, the back button takes you back to the root VC (page for creating a new album) instead of the home page.

Kate (31%)

- All Profile screens except for logout functionality (Akram)
- Placeholder behavior: when the user edits their profile picture, the new picture is also added to their grid of images and set to public by default.
- TODOs/Issues
  - Delete account: partially works – deletes the user's account from Authentication in Firebase but retains user data in the Realtime Database. Currently, if the user deletes their account they cannot login with the same credentials. However, they are not able to create a new account with the same username.
  - QR code: partially works – tested this out by running TimeFrame on my phone and on the simulator. Using my camera app, I scanned the code on the simulator,

which takes me to the Profile screen in TimeFrame ONLY if TimeFrame is already open. If TimeFrame is not currently open, it redirects to the home screen of TimeFrame (instead of the Profile screen). Have not yet implemented functionality to redirect to the app store if the user has not installed TimeFrame.

- Logout and Delete segues: Instead of segue-ing to new instances of the Login Screen VC, I wanted to pop back to the originally created login screen. However, it pops back to the root VC, which is the most recently accessed authentication screen (either the login or registration screen).
- Store data in Firestore: all image data is currently stored locally. The initial placeholder images on the Profile screen when the app first launches are the user's most recent images, fetched from their photo library.
- Store TimeFrames: The My Profile page is intended to store the user's TimeFrames. The grid of images is supposed to be thumbnails/snapshots of each TimeFrame, and clicking on the cell is supposed to play the TimeFrame. Currently, clicking the cell only opens the image.

#### Megan (23%)

- Added UI for all of the GeoChallenge screens
- TODOs/Issues
  - GeoChallenge Features: Before Spring Break, started looking into MapKit but was not able to figure this out yet, also researched Camera APIs to bring the camera functionality into our app instead of just invoking the built-in camera app. Decided to focus on adding all UI elements instead since the GeoChallenge features are stretch goals.
  - GeoChallenge UI Elements: In the GeoChallenge screens, some features are either empty (e.g. the collection view for the challenge albums) or images (e.g. the map screen has an image of a map instead of a MapView) since these features are set to be implemented in later releases.
  - GeoChallenge Popover Segues: The segues from the popover view need to be fixed so that they replace the entire screen, instead of stacking/appearing modally. After messing with this for an hour, I decided to postpone fixing this to prioritize other features.
  - GeoChallenge Segues: Since many of the GeoChallenge screens can segue back to each other, I need to add dismissals of previous screens so that they are removed from the stack and don't show up when you hit the back button.
  - Storing Images/Creating GIFs: Started looking at tutorials for how to create album screens, store and retrieve images from Firestore, and how to animate images into a time-lapse video. Since I pulled implementing the GeoChallenge UI

from the final release, I ran out of time to implement these features and will push them to the Beta release.

**Deviations:**

Store Pictures/Create GIFs: Decided to prioritize getting all screens designed first, were not able to fully implement storing the pictures (in Firestore) and creating GIFs from pictures. We plan to implement storing data in Firestore in the Beta phase.

However, we pulled from the Final Phase:

- Joint Locations TimeLapses: Megan made decent progress on the GeoChallenges feature, all screens have been setup in Storyboard, with placeholder images, and all connections created between screens.
- Privacy settings: In the Profile screens, pictures the user takes for the profile are set to public by default but the user can go to the Edit Profile screen and toggle the visible button icon for each picture to make it private.
- "Store Pictures": Although not integrated with Firestore, the pictures taken in the Profile screens are technically "stored" locally during the app's lifetime and are persistent across screens.