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EFR479
CS329E
Final Project

Color Dots!

- I recommend using an iPhone 12 pro simulator with ios 16.4 or higher as that is what I used to demo the app in my personal phone.
- The app is portrait mode.
- The goal is a graphic similar that should resemble watching the logo bounce around idle dvd player screens, but you can place a bunch and it simulates a cool hypnotic color effect.
    - Can randomize the third color or have it as a formula of the other two colors
    - Can switch which two colors to have change with x and y
    - The build switch allows you to switch between placing and inflating
    - Whaen placing, tap gesture recognizer places new node at touch location
    - When inflating, tap gesture recognizer enlarges and increases movement speed of nodes within its radius
    - Clear removes all visible nodes
    - Save overwrites the current save state
- In the main menu, you can adjust the size scale of the nodes and the speed nodes.
- Each node will bounce around the dimensions pulled from the view size, and deflect in an opposing, random direction.
- To load in data if it doesn't automatically populate the table view, click the load button
    - If you click save in the simulator, and then click the top left back button back to the main menu, you will need to manually click load to load in the saved data if you want to open it again, and then click play.
    - Clicking "save" in the simulator when there are no nodes active will not override the save. If you click clear from the menu, though, then it will load in an empty simulator.
- To clear all data including the scale settings click clear on the main menu

Checklist:

Major element 1	multi-threading
Major element 2	Core data
Minor element 1	Sliders, switches
Minor element 2	Table View showing existing node configurations when loaded.

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Minor Element 3	Alerts when saving
Frameworks	Gesture recognition

Original checklist template:

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Required Feature Checklist

☒ "Settings" screen. The two behaviors implemented are:
(fill in) _____ scay 1 8 2 _____
☒ Non-default fonts and colors used

Two major elements used:

☐ Login/register path with Firebase
☑ Core Data
☐ User Profile path using camera and photo library
☑ Multithreading
☐ SwiftUI

Minor Elements used:

☑ Two additional view types such as sliders, segmented controllers, etc. The two
implemented are: (fill in) _____

At least one of the following:

☑ Table View
☐ Collection View
☐ Tab VC
☐ Page VC

At least one of the following:

☑ Alerts
☐ Popovers
☐ Stack Views
☐ Scroll Views
☐ Haptics
☐ User Defaults

At least one of the following:
☐ Local notifications
☐ Core Graphics
☑ Gesture Recognition
☐ Animation
☐ Calendar
☐ Core Motion
☐ Core Location / MapKit
☐ Core Audio
☐ Firebase (if not used to fulfill Major Element requirement)
☐ Core Data (if not used to fulfill Major Element requirement)
☐ Other (such as QR code, Koloda, etc.) with approval from the instructor – list them