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Final Reflection

During this project of building a full iOS application, I didn't immediately have a clear design in mind, which became a bit of a challenge at the very beginning. I found myself stuck on what kind of layout or functionality I wanted to create. To get past that, I looked back at some of our previous assignments, especially the ones involving lists and previews. That helped me get the idea of making an app that is similar to an ad for an item near you. Into something where users could scroll through profiles of people who play trading card games like Magic: The Gathering or Pokemon and Yu-Gi-Oh.

I used SwiftUI to build different views like DuelProfileView and ProfileListView. I created data models such as HomeOwner, HomeAddress, and Game then connected them through a DuelProfile struct. This organization made the app feel more pleasing and professional. I also experimented with background images, stylized cards, and scrollable views to give it a cooler, more modern look.

But not everything went smoothly. One of the biggest bugs I faced was struggling to pass a required argument into a SwiftUI view preview, which made my canvas stop loading. Another issue came from not conforming my models to Identifiable, which Swift needs in order to use them inside a ForEach loop. But my biggest issue wasn't knowing any API or remembering it.

It was cool to see it go from a blank screen to something that actually looked like a real product. If I had more time I'd probably add some more profiles and maybe a filter of some kind for specific games.