OutingOtter

DYLAN NGUYEN • SARIM SIDDIQUI • ALEXANDRA DURATE •
ALLIYAH MANUEL • JEET PATEL

Figma

DID YOU KNOW A GROUP OF OTTERS IS CALLED A PUDDLE?

WHAT SOCIAL MEDIA DO YOU UTILIZE?

ARE YOU AN INTROVERT?

CONCEPT

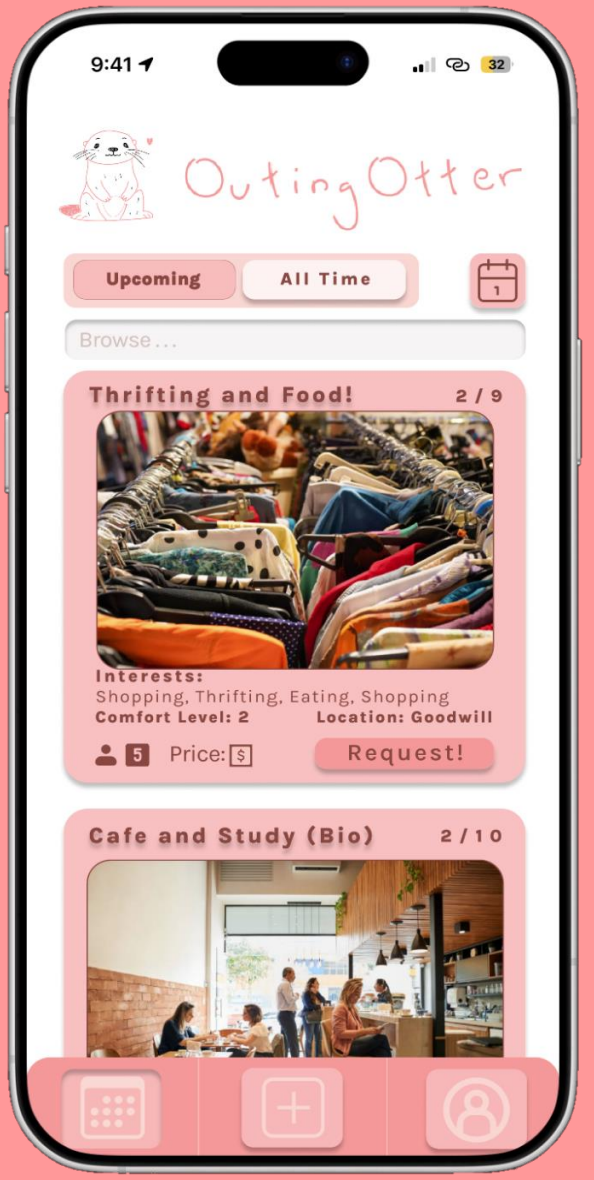
- Demographic: **Introverts** and **Anti-Social People**
- Social Media Inspiration
  - Instagram and LinkedIn event posting
- **Comfort level** + **Anonymity**
- **Not** a messaging app
- **Non-competitive**
- Programs: Swift & Figma
- **Innovation** of CampusGroups
- Theme: **Otters**

GOALS

- Connect
- Build community
- Encourage introverts to **break the ice**
- Provide a **safe space** for events

9:41
32
OutingOtter
Username
Password
Log in

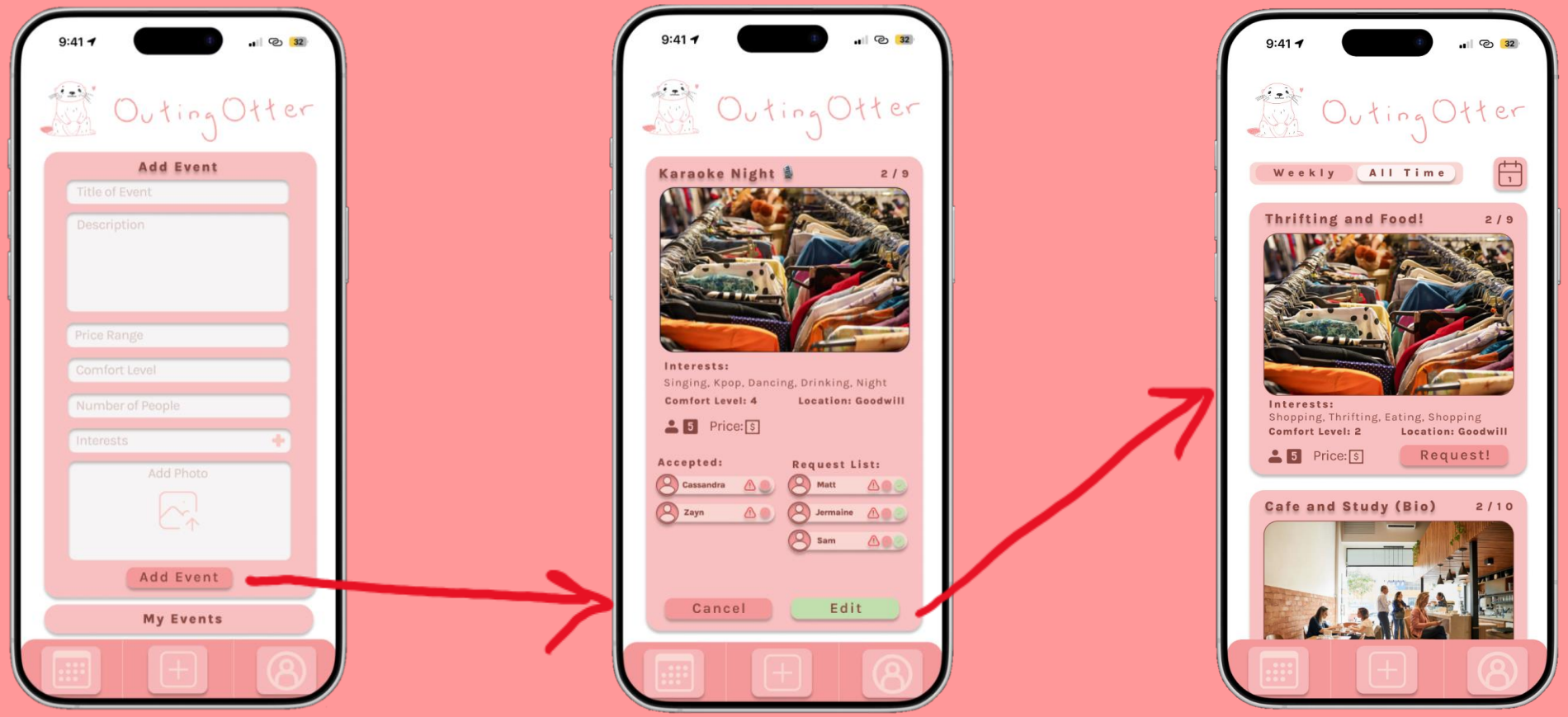
9:41
32
OutingOtter
try a conversation starter!
Have you watched any good shows recently?


9:41
32
OutingOtter
Upcoming
All Time
Browse...
Thrifting and Food!
2 / 9
Interests:
Shopping, Thrifting, Eating, Shopping
Comfort Level: 2
Location: Goodwill
5
Price: $
Request!
Cafe and Study (Bio)
2 / 10

FEATURES

1. **Event** Posts
2. Unlockable Adding/Removing Friends Feature
3. **Comfort** Level and **Active** Status
4. **Limited Access** Control + **Anonymity**
5. **Extra** features
   - Games
   - Pointers
   - Stickers

MAKING POSTS



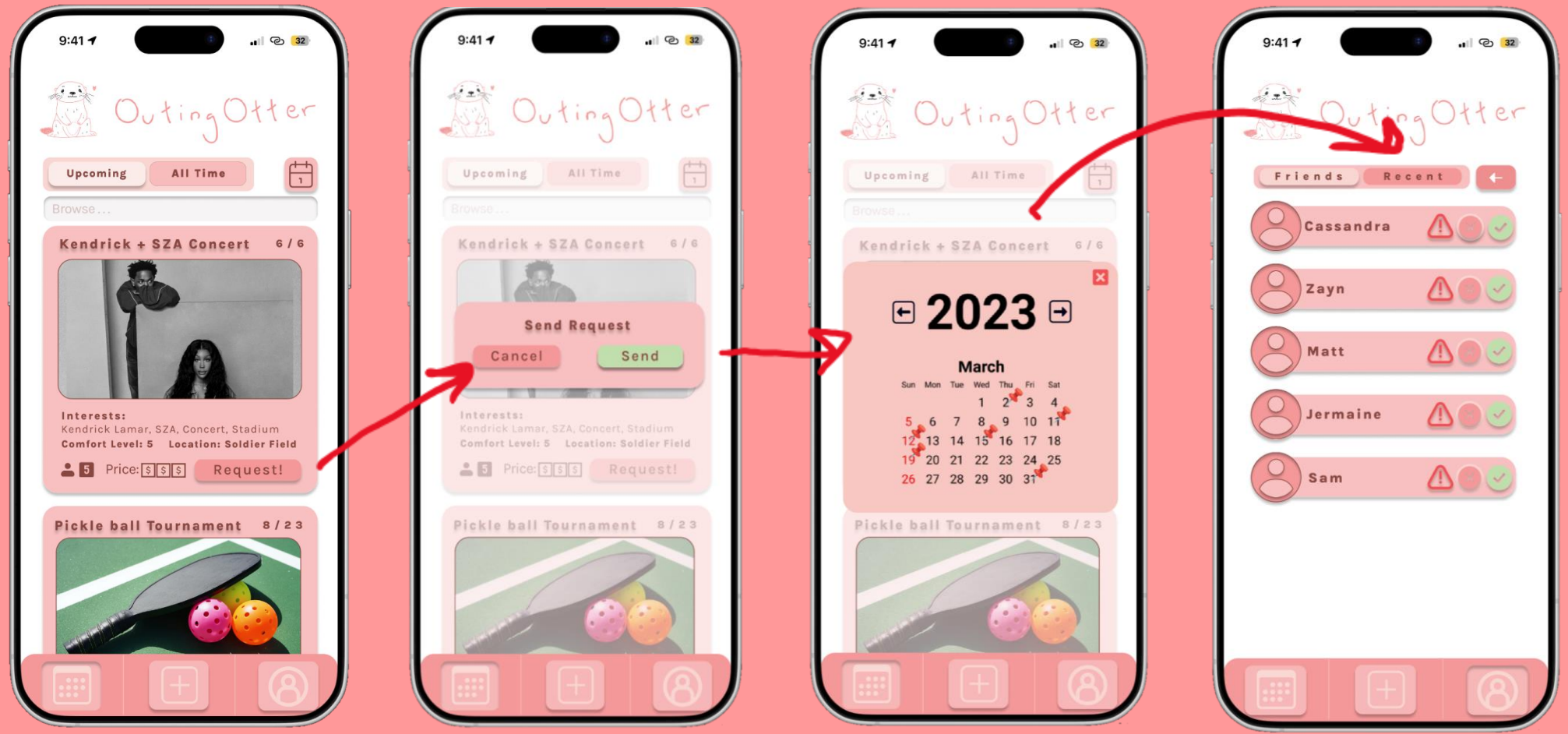
MAKING POSTS (CONT.)

```swift
import SwiftUI

class CheckboxData: ObservableObject {
    @Published var checked: bool false
    var toggleCheck: void
}

struct Event: Identifiable {
    let id = UUID()
    let name: String
    let description: String
    let time: String
    let location: String
    let numberOfPeople: Int
    let cost: String
    let imageName: String // Add image name property
}
struct checkBox: ToggleStyle{
    func makeBody(configuration: Configuration) -> some View {
        RectangleCornerRadii(cornerRadius = 5.0)
            .stroke(linewidth: 2)


    }
}
struct EventPage: View {
    // Sample data for events
    let events: [Event] = [
        Event(name: "Spark's hangout", description: "A day of quiet reading with hot coco.", time: "Nov 10, 2025", location: "Richard J. Daley Library, Chicago", num
        Event(name: "Jeet game sesh", description: "look for someone to play super smash bro's with me", time: "Febuary 15, 2025", location: "UIC Student Center East
        Event(name: "Science and industry museum 007 event", description: "Look for group of people to join me to attend the new 007 exibition", time: "March 1, 2025
        Event(name: "walk through nature", description: "Come on a walk with my poodle", time: "Feb  11, 2025", location: "Bartlett Trail, Bartlett", numberOfPeople:
    ]

    var body: some View {
        NavigationView {
            List(events) { event in
                HStack(alignment: .top, spacing: 16) {
                    // Event image
                    Image(event.imageName)
                        .resizable()
                        .scaledToFill()
                        .frame(width: 100, height: 100)
                        cornerRadius(10)
```

MAKING POSTS (CONT.)

```swift
import SwiftUI
import PhotosUI
import AVFoundation

struct PostPage: View {
    @State private var selectedImageData: Data? = nil
    @State private var comment: String = ""
    @State private var showCamera = false
    @State private var capturedImage: UIImage? = nil
    @State private var showImagePicker = false

    var body: some View {
        VStack(spacing: 1.0) {

            if let imageData = selectedImageData, let uiImage = UIImage(data: imageData) {
                Image(uiImage: uiImage)
                    .resizable()
                    .scaledToFit()
                    .frame(maxWidth: .infinity, maxHeight: 300)
                    .cornerRadius(10)
            } else if let capturedImage = capturedImage {
                Image(uiImage: capturedImage)
                    .resizable()
                    .scaledToFit()
                    .frame(maxWidth: .infinity, maxHeight: 300)
                    .cornerRadius(10)
            } else {
                HStack {
                    Button(action: {
                        showImagePicker = true
                    }) {
                        VStack {
                            Image(systemName: "photo")
                                .font(.largeTitle)
                                .foregroundColor(.gray)
                            Text("Select a photo")
                                .foregroundColor(.gray)
                        }
                        .frame(width: 140, height: 200)
                        .background(Color(.systemGray5))
                        .cornerRadius(10)
                    }
                    .sheet(isPresented: $showImagePicker) {
```

ATTENDING EVENTS AND ADDING FRIENDS



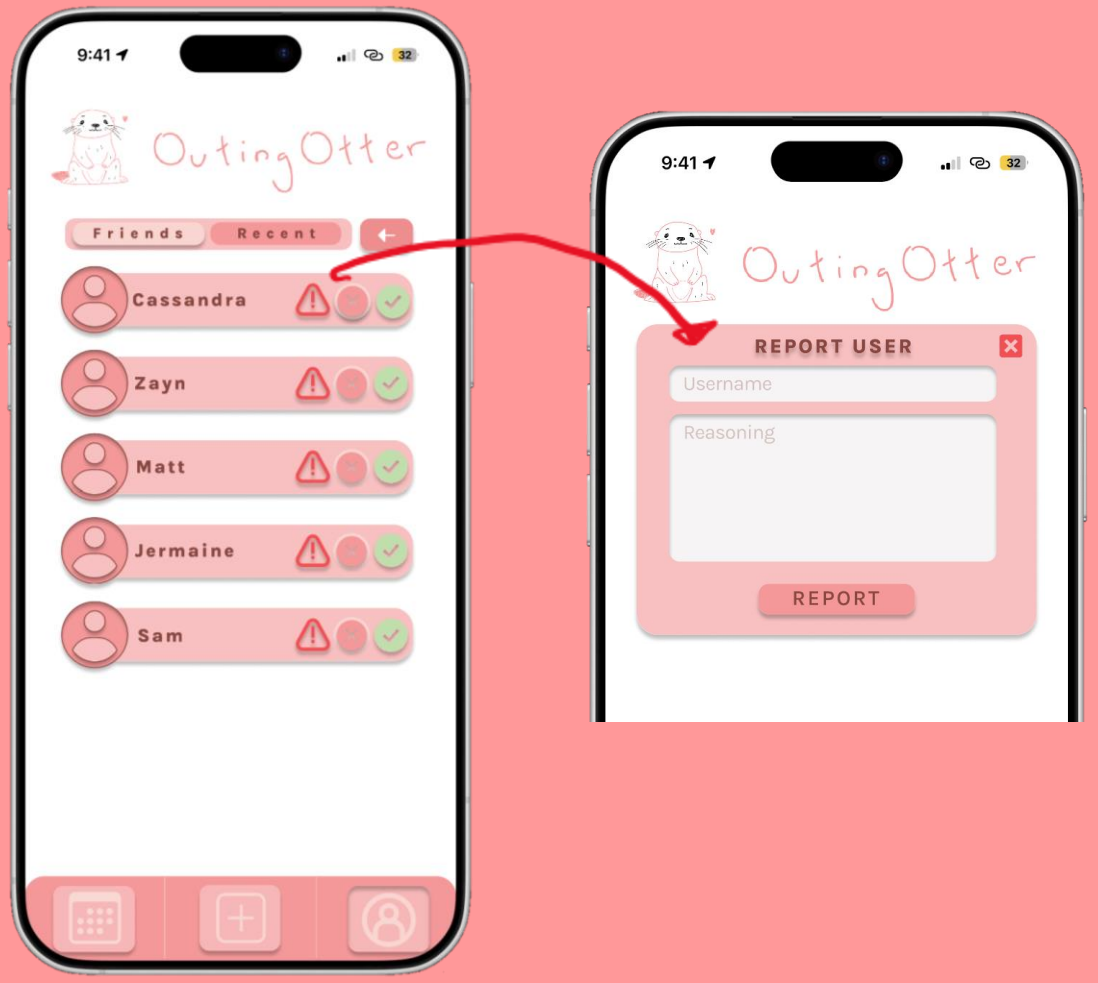
ADDING FRIENDS

```swift
import SwiftUI

struct Friend: Identifiable {
    let id = UUID()
    let name: String
}

struct FriendsPage: View {
    @State private var friends: [Friend] = [
        Friend(name: "Spark D dragon"),
        Friend(name: "Dylan"),
        Friend(name: "Sator Gojo"),
    ]

    @State private var newFriendName = ""

    var body: some View {
        NavigationView {
            VStack {
                List {
                    ForEach(friends) { friend in
                        Text(friend.name)
                            .font(.headline)
                            .padding(.vertical, 8)
                    }
                    .onDelete(perform: deleteFriend)
                }

                VStack(spacing: 10) {
                    TextField("Friend Name", text: $newFriendName)
                        .textFieldStyle(RoundedBorderTextFieldStyle())
                        .padding(.horizontal)

                    Button(action: addFriend) {
                        Text("Add Friend")
                            .foregroundColor(.white)
                            .padding()
                            .frame(maxWidth: .infinity)
                            .background(Color.blue)
                            .cornerRadius(10)
                    }
                    .padding(.horizontal)
                }
```

COMFORT LEVEL + ACTIVE STATUS

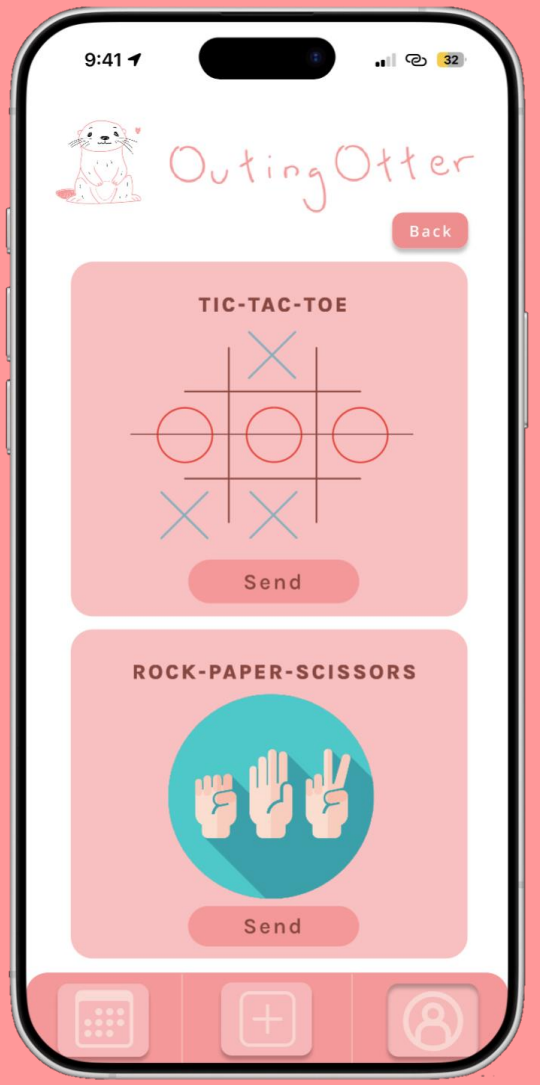
SAFETY ISSUES

- People are **unpredictable**
- **Report** button sets **boundaries**
- **Limit** shared **information**
  - **Avoid** harassment, no messaging



SUB-FEATURES

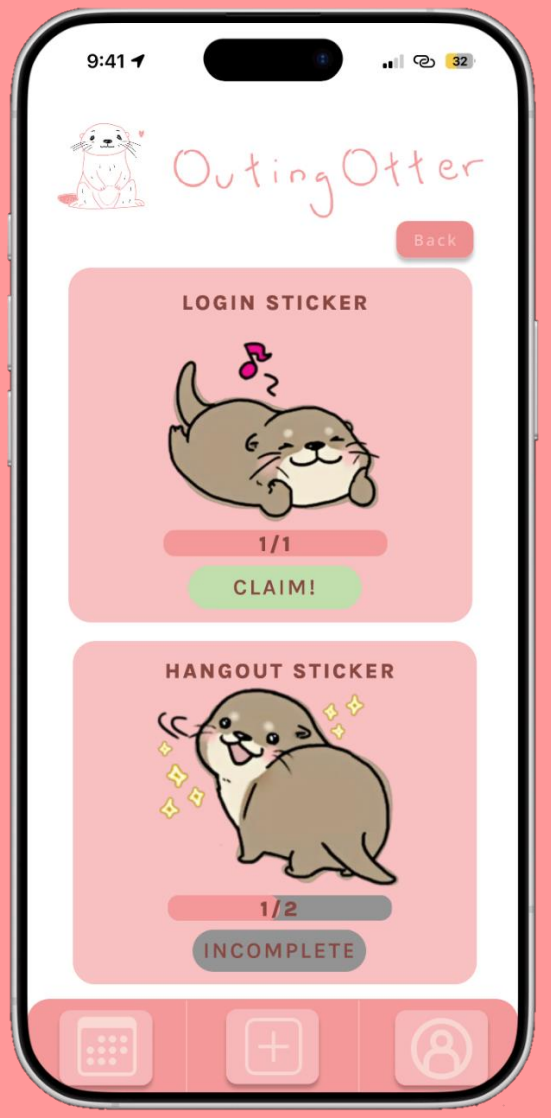
- Games
- Tic Tac Toe
- Rock Paper Scissors
- Mental Break / Recharge



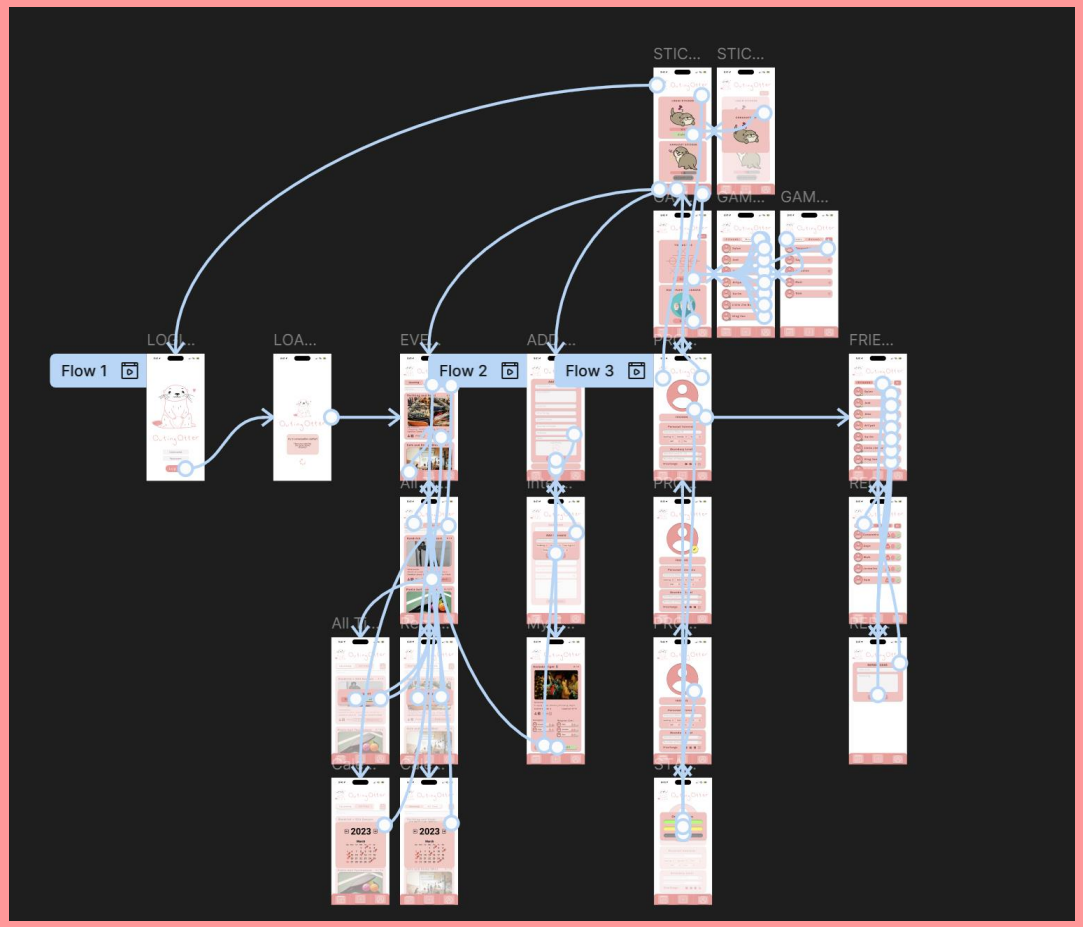
SUB-FEATURES

- Pointers/Conversation Starters
- Ex: "Should we check out a new cafe?", "Are you up for a coffee later?"

- Stickers
- The more missions accomplished the more unlocked



FIGMA FRONT-END + BACK-END



FUTURE IMPLEMENTATION

- Setback: **Limited Hardware**
  - May cause errors
- Stickers for **Motivation**
  - Design has been implemented
- **Weekly** Logins
  - To motivate users
- Multiplayer Game Potential
  - Playing with **new friends**

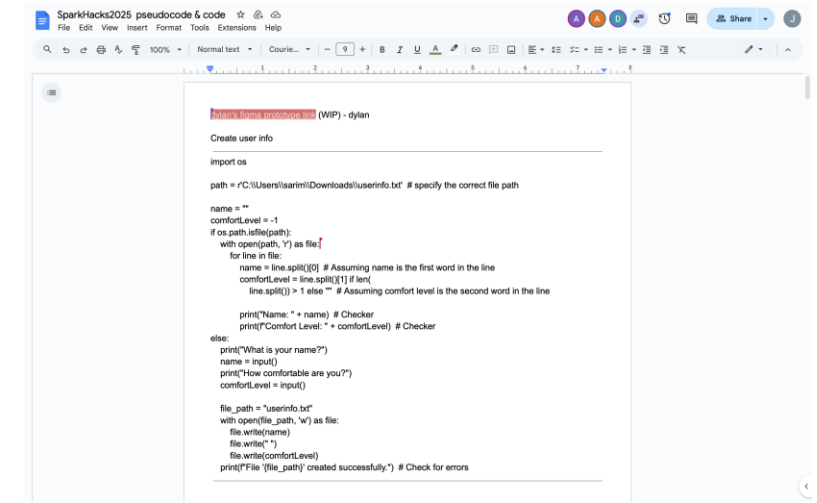
"SWIFT AS AN OTTER"

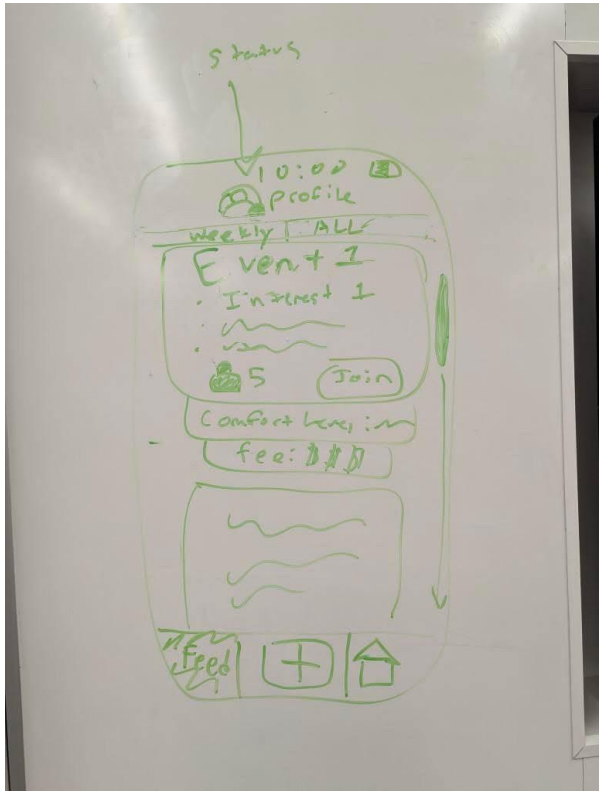
ARE YOU READY TO JOIN THE PUDDLE?

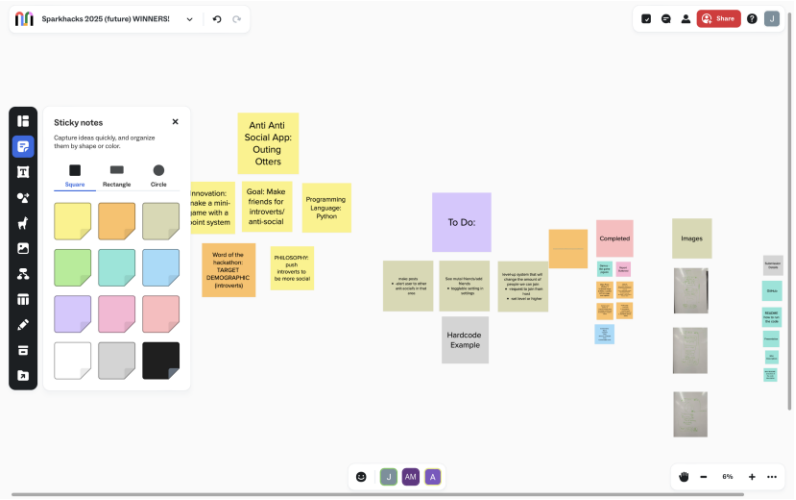
TRY IT OUT ;)

PROTOTYPE

BEHIND THE SCENES







WHAT WE LEARNED

- Teamwork/Collaboration
- Strength Allocation
- Time management
- Pseudocode
- Swift/Figma
- Bring a white board!