Milestone 1

Problem Statement

For my individual project I will create an iOS app for iPad that is database driven and will store information about the movies my dad owns.

The app will be 2 screens. The first is a splash screen featuring my cat, Lightning, and it will display some text to specify that it’s a movies app.

The second screen is the landing page with a tableview view of my dad’s Blu-Ray collection. It will have 1 button, two text boxes and a TableView. The button will allow a user to add a movie to the TableView by specifying the title (in the first textbox) and the number for the binder it is located in (in the second textbox). The first textbox will allow for any kind of text for the movie title, but the second text box will only save numbers. A textbox will validate each textbox for data entered but will not allow a user to save unless both textboxes are filled with something.

Target Audience

This app is designed for my dad, a user of an iPad 9.7”. It could also appeal to other iPad users who want to store their movies

User Requirements/Stories

1. User can view a grid of movies and their location (my dad stores his Blu-Rays in numbered binders)
2. User can add a movie and specify the location (binder number)
3. User can delete a movie if they’d like via a swiping motion
4. User gets an app icon that looks like a clipart film reel
5. User gets an adorable splash screen featuring my cat Lightning.

Tech Stack

My tech stack will be primarily Swift and SQLite. The program will begin by initializing an SQLite database (or, if the database exists already, verifying its existence). It will also display records in the database onto the TableView and allow a user to scroll through. I also used a 3rd party website called MakeAppIcons to build the icons for the app so when it installs it has a custom icon.