

# Prophecy

a media release date application for iOS  
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## Group members

Advised by: Chia Han



Kevin Shimko,  
Computer Science



Scott Welsh,  
Computer Science



Sam Zdolshek,  
Computer Science

## Problem Statement

At the moment there is no universal website or application for media release dates. Right now you would have to check multiple different websites and then keep track of relevant information on a separate source.

## Objective

Our objective was to create an iOS application that all three of us wanted in our lives. We wanted to create a useful tool for us to personally use which we think has a wider appeal than just us as well. In addition to that, we thought it would be great if you could also interact with each other on the same application.

## Achievements

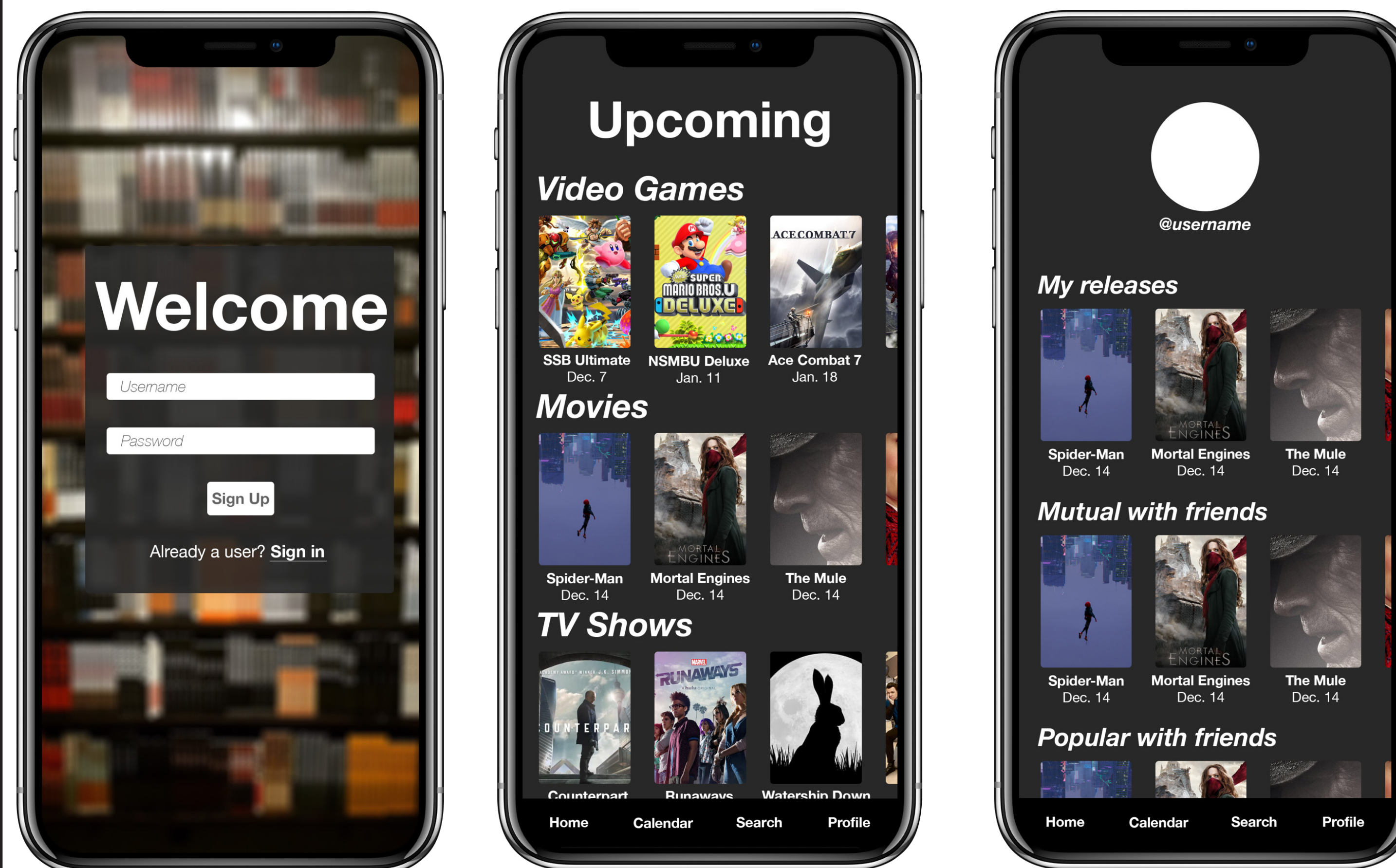
We applied our full education gained from the University of Cincinnati to learn the iOS development process and create an application.

## Solution

The solution we decided on was to build an iOS application that can house release dates for anything and everything. To start it will contain release dates for movies, tv shows, and video games. We also have integrated social aspects so the users of the application can know what mutual releases their friends are looking forward to. This will hopefully result in them maybe going to the movies together or playing the video game together on launch weekend. This could potentially boost sales for different types of entertainment industries.

## Design

The design of our application started with a simple layout idea that would be familiar to users. To visualize what the application might look like we created a few sample mockups in Adobe Photoshop. This is what we came up with:



## Technology used

**Bluehost** - The web hosting service we used to have our application communicate with the web  
**MySQL** - Or database management system  
**Xcode** - The IDE on macOS that we used to create our iOS application  
**Movie DB** - The API we used to get release date information for movies and TV shows  
**IGDB** - API for video game information  
**Github** - Allowed for easy sharing and collaborative work for group members  
**Swift** - The programming language most heavily used

## Challenges

- No prior iOS development experience
- Finding the right web host based on cost and functionality
- Figuring out how to connect the database to our application
- Finding a useful API to gather data to build our database

## Future plans

We have talked about potentially expanding what can be hosted on the application. The possibilities are endless but one of the main ideas is release dates for sneakers. If there's demand, we would also consider bringing the application to web, Android, and an iPad as well. We also hope to publish on the App Store in the near future.