



Prophecy

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Goals

- Provide a universal solution for viewing media release dates
- Build a social experience for users to see what their friends are viewing
- Background: As a group of people who love to see movies and play video games, we realized there wasn't an application that provided upcoming release dates for both in one place. That is why we wanted to build something that combined many interests with the potential to expand. We decided to include movies, TV shows, and video games to start out.



Intellectual Merits

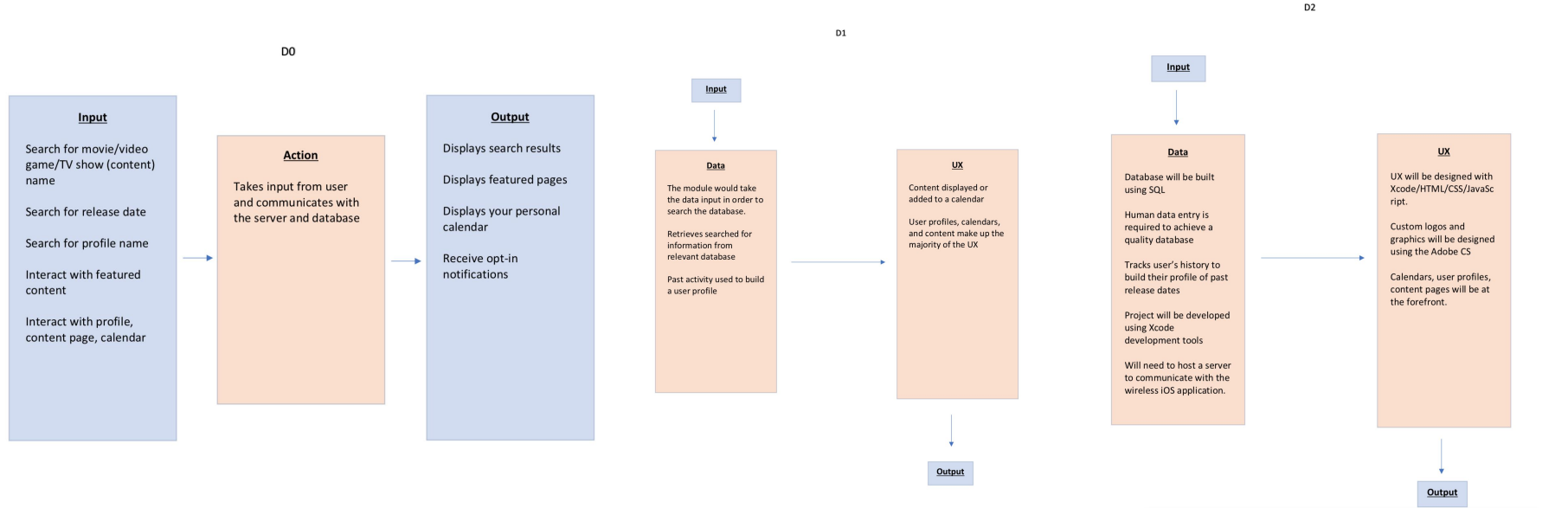
- We believe we are the first to combine release dates for multiple types of media formats in an easily digestible way
- Created an original way to track media you and your friends are interested in
- A unique and specific social media platform



Broader Impact

This project has the potential to impact a set of users who care about movies, TV shows, and video games who also would like to keep up to date with what their friends are interested in. This could create more exposure for these media releases featured on our application which leads to more sales for the entries.

Design Specifications



Technologies

- Using BlueHost to host our database
- Through MySQL we are able to build, modify, and query from our database
- Using Xcode to build a iOS application written in Swift
- Using PHP and a JSON Parser to connect our database and Xcode Application





Milestones

- Research best hosting site - 1/1/2019
- Design mockup UI - 1/8/2019
- Research different APIs - 1/15/2019
- Create Database on Server - 1/22/2019
- Integrate hosting site with Xcode - 1/29/2019
- Get API requests to work with Xcode - 2/4/2019
- Work on Backend - 2/11/2019
- Work on UI - 2/14/2019
- Start Testing - 3/18/2019
- Last Minute Bug Fixes - 3/29/2019

Results

Completed Tasks

- Using BlueHost.com to host our servers
- Found TheMovieDB.org for our API
- Integrated our database with Xcode
- Started working on backend and frontend

Future Tasks

- Start testing
- Fix any last minute bugs





Challenges

- Finding a place to host our servers, went with BlueHost.com
- Building the database to hold all of our desired information
- Finding a useful API we could use to get release date info
- How to connect our database to Xcode
- Using PHP and a JSON Parser to connect the database to our front end
- Mocking up a user interface specifically for mobile use for the first time

