

Bar Finder

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Design

I designed Bar Finder as I wanted to create an iOS app that used some hardware on the iPhone. In this app, the GPS. The app was coded in Apples Xcode along with CocoaPods so I could use the Google Maps API provided by Google. The Google Maps API in my opinion offered more flexibility and accuracy than Apples MapKit.

The app is relatively straight forward, opening the app in the city centre of Dublin will show a list of personally curated bars well worth a visit. I personally curated them on the basis of culture and atmosphere from personal experience which gives my App a personal touch that other apps like Yelp can't replicate.

"AppDelegate.m" contains my Google Maps API authentication key that generates the map. The functions of the app all take place on one "View Controller scene", the code underneath the hood is in "ViewController.M". This code specifies the default co-ordinates of the Google Map to the city centre of Dublin along with initialising the GPS hardware on the iPhone. It also shows what buttons to show on the screen, in this case a button to update the location of the GPS.

The code also imports a file BarList.h also contained in the app. BarList.h contains 14 markers that generate on the Google Map which show the list of bars I personally curated. To make my app different from using Google Maps or Yelp the markers generate a custom icon for a martini glass. An easy way to symbolise it's a location of a bar or pub well worth the visit.

Design wise I wanted the interface to be easy and minimal. The use of GPS will show the users location approximate to the location of a bar they wish to visit. When they press on the "Martini glass" it will useful information the user would want to know such as the type of bar it is and it's opening hours. On a night out you want less fuss as possible to get the information you need which is what my app provides.

