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iOS

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Project Proposal

**Controller**

The controller for my app will be a tab bar controller. The tab bar controller will have several tabs to choose from, the definite number is not set as of yet because it will add more the more work I get accomplished. Ideally there should be about four tabs and each tab will correspond to a particular view I want. One tab will have a list of all the dragons that are possible. Another tab will be a list of the dragons that are starred or put into a special list that can be manipulated and added to from the full list. In each tab there will be different views and controllers associated with them including some navigation controllers that have table views inside of them. In addition there will be a way of manipulating the full list into sorting and only showing certain cells based on criteria about each dragon.

**Model**

The model of the game will be a list of dragons that each have their own set of properties. I will use these properties in order to show the dragons and sort dragons according to each property. Also there will be another list that will consist of dragons that the user has starred to be important and those dragons will be listed in some kind of order as to the users preference. In each table by clicking on the dragon’s cell it will come up with a detailed view of the dragon that will have a list of all its properties with images and other things associated with the dragon. In the detailed view there will be a way to click on the dragon and make it a starred dragon in order to differentiate from the rest and put it into its own list. The structure of my program will include things such as a dragon manager that will have a list of individual dragons, a class called dragon that stores all of the necessary properties, and a special list in the dragon manager that will keep track of starred dragons.

**View**

The number of views depends on how much I can get done in the time that I have. Ideally there would around four but the main goal is to have a list of dragons in a table, to be able to click on them to show their details, and a way to sort the list into only showing dragons that fit the properties specified. If I get more accomplished then I can add the other view for the starred list, a tab that would keep track of the total number of dragons per type, and if the time allows for it other features that I could add to make the user experience all that much better.

**Store**

This app does not need a store so there will most likely not be a store added.