

Group 13 Alpha Release

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Running Project/Dependencies

Alamofire

- Used alamofire as the networking library.
- Installed using Cocoapods

Installation

Within the Cheers directory do:

\$ pod install

After when opening the project, ensure that you are opening via Cheers.xcworkspace

Contributions

Xavier Micah Ramirez 40%

- Implemented Backend using Nodejs, MongoDB, Express hosted on heroku
 - Server code
<https://github.com/MicahRamirez/cs378-iOS/tree/master/server>
- Implemented user authentication and user creation logic.
- Configured Logic and UI for User Registration and Login
- Implemented page view controller logic to scroll and transition through MainWorkflow (PendingVC<->MainVC<->AcceptedVC).
- Implemented PendingEvents and AcceptedEvents view controllers and their base UI components

Andy Tang 30%

- Created multiple app icon sizes using Photoshop to be used as the main app icon on the iPhone home screen, spotlight, and settings.
- Inserted code to dismiss keyboard when click on any textfield on Login Screen and Registration Screen and coerce (trims) whitespace for text fields.
- Created static array to temporarily populate the Table View in the Main Screen
- Added function to change the user mug to full or empty while hiding friends list depending on switch on Main Screen

Cheng Yuan Ma 30%

- Working on the settings page. Set up all the buttons and other appropriate UI elements.
- Added the beer icon image, the tableview, switch, tableview and tableViewCell to the MainVC page. Added the functionality to log out inside the MainVC page. Log out takes you back to the sign in page.
- Worked on the pageViewController. Attempted to implement scrolling between pendingDrinks page, mainVC page, and the AcceptedDrinks page. Got it to flip through viewControllers but didn't know how to have it start at the MainVC which was the middle index. Xavier Micah Ramirez got it to start on the correct page.
- Implemented functionality in the sign-up page to immediately direct to the MainVC page upon signing up.

Differences

Ahead of Schedule

- (Ahead of Schedule) Stateful communication between backend is implemented and can be **extended** upon to eventually populate different dataModels (DrinkEvents and FriendsList)
- Settings Screen UI

Behind Schedule

None

Change of Schedule

- Some UI elements turned out to be more difficult to implement. (IE Hamburger UI element and Slider behavior on MainPage). These will either be pushed to a stretch goal in the place of more functional/practical features.

New Action Items for partially implemented and slated for Beta/Release

1. Base UI of AcceptedEvents view controller added (Not mentioned in Alpha goals)
2. Base UI of PendingEvents view controller added (Not mentioned in Alpha goals)
3. EventCreation view controller (Not mentioned in Alpha goals)