

COSC2659 - iOS Development

Assignment 1

Lecturer : Mr. Tom Huynh

Student :Vu Thien Nhan - s3810151

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App Introduction:

The app “Zones of Hoxxes IV” was developed and tested mainly for Portrait view of “iPhone 13 Pro Max” using on iOS 15.0, therefore can encounter some display when using mismatch device and operating system.

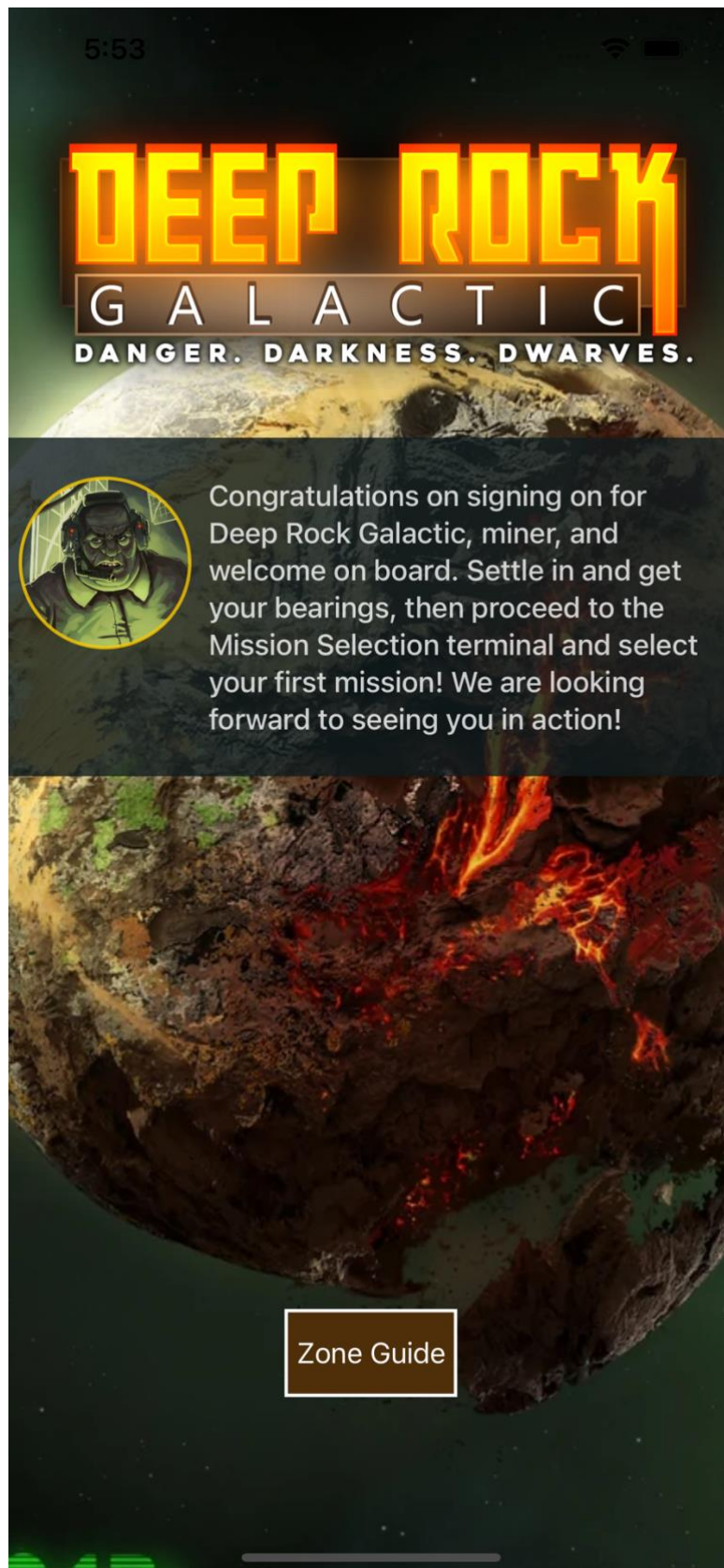
Inspiration:

Over the lockdown period, I spent some time playing a lovely game called “Deep Rock Galactic”, but using the ingame menu to track which resource belong to which zone can be while confusing since the in game map changes every 30 minutes, so I decided to build a simple app that let user search up the resource they are looking for and return the list of zones that contain it.

Resources for the app are from the wiki page of the game “Deep Rock Galactic”, specifically from the page <https://deeproctgalactic.fandom.com/wiki/Hoxxes>.

App usage guide:

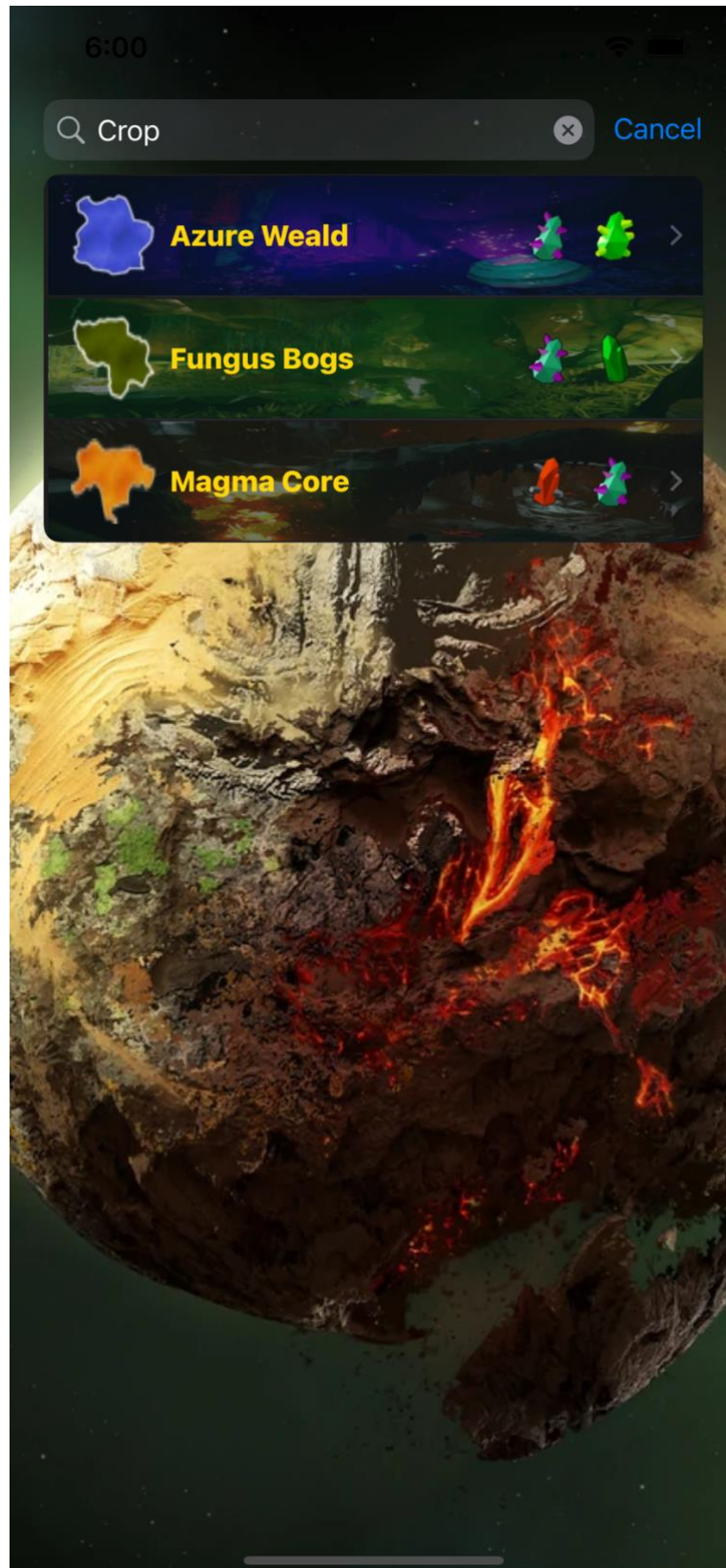
After launching the app, user will be on the LandingPage:



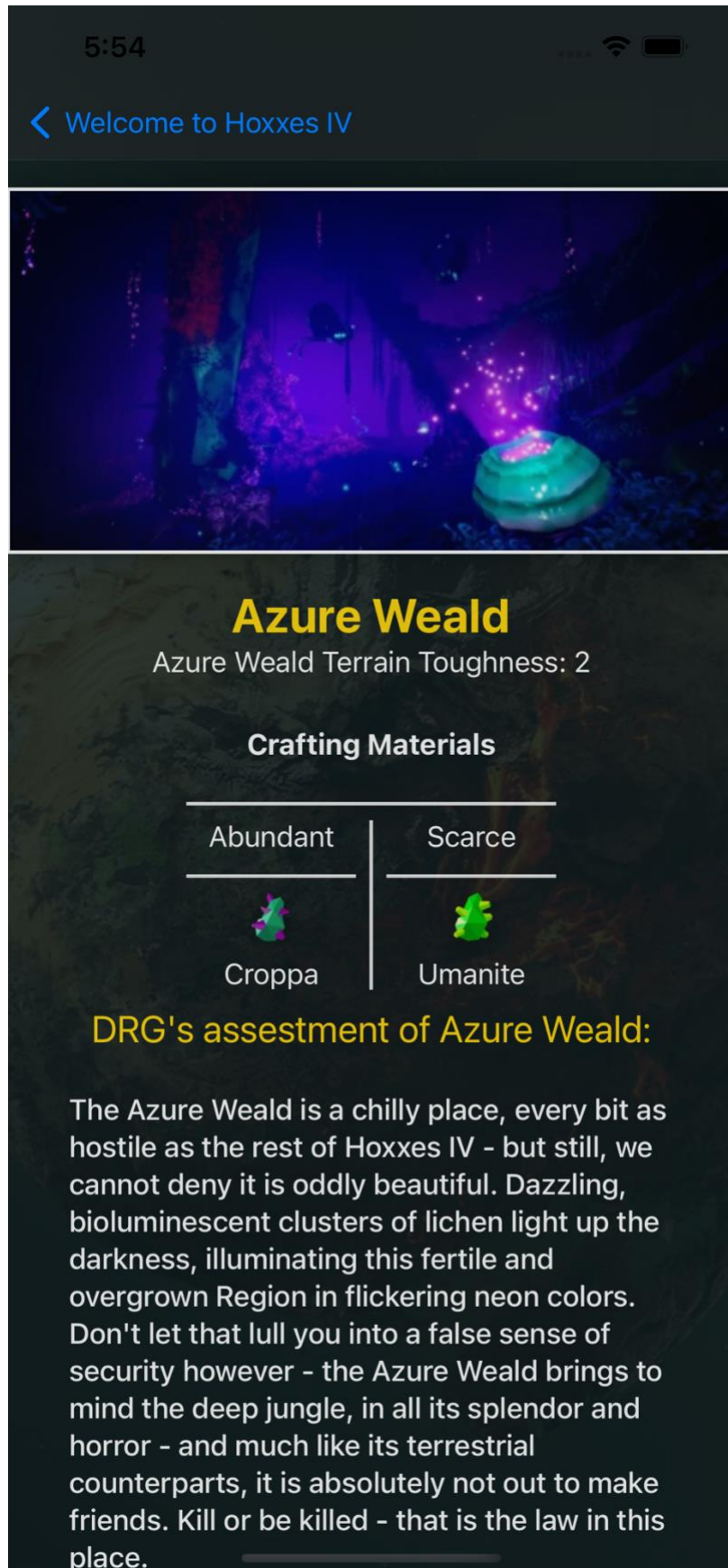
To continue to the “ZoneList” page, user need to click the “Zone Guide” button:



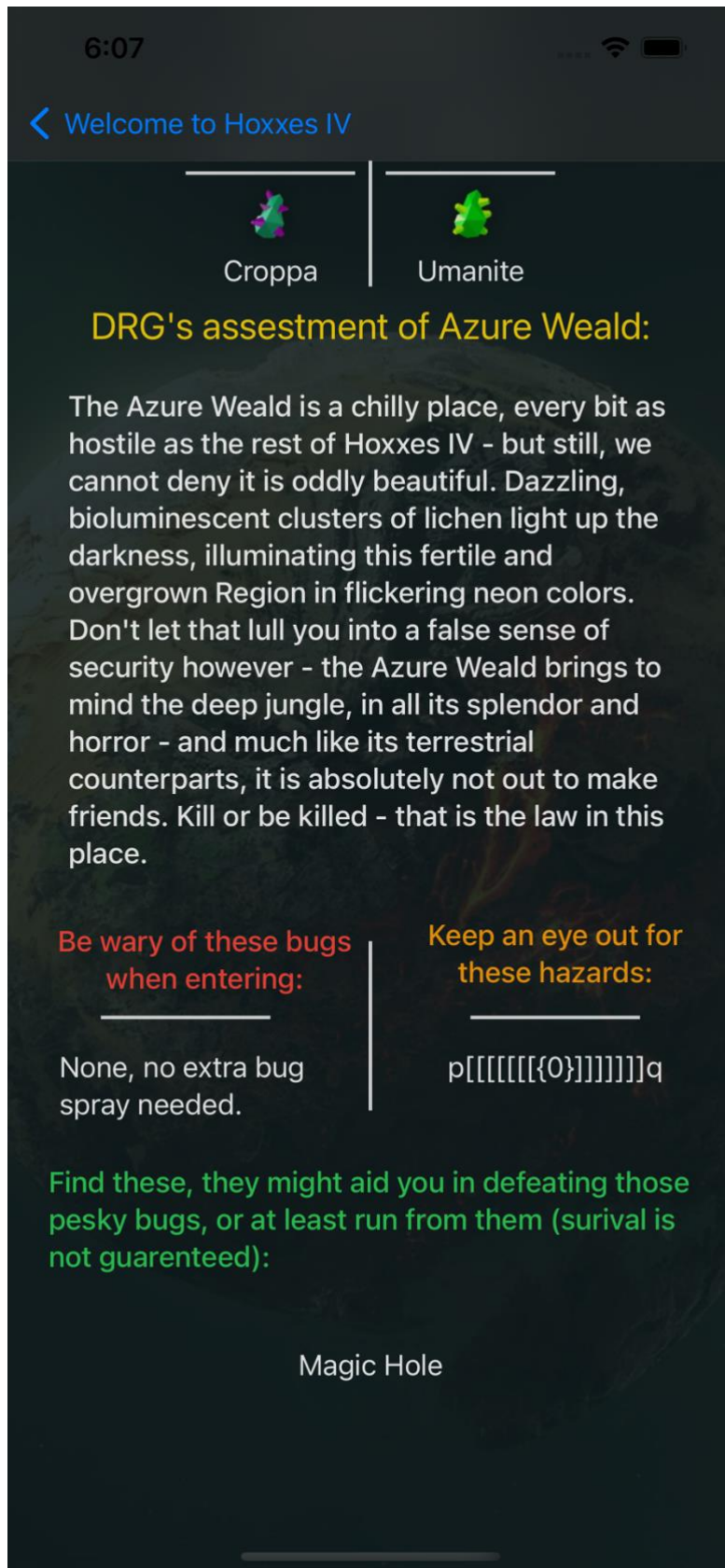
In the search box, user can enter one of the many resources, the name of which can be found in the “zData.json” under the “abundantResource” or “scarceResource”, the list will then show all the zones with that resource. In the example, I’m searching for “Croppa”.



Then by clicking “Azure Weald” in the list, the app will move to the Azure Weald zone page.



Scrolling down the page will reveal more information of that zone.



Some extra feature I managed to implement are:

A semi-transparent background on top of the background image to let the user have a better read of the foreground text. This is accomplished by layering the semi-transparent colored background on top of the image background.

```
.background(Color(red: 0.06, green: 0.11, blue: 0.12))  
.background(Image("Hoxxes04")).opacity(0.865)
```

A search bar in the “ZoneList” page, which filter out the “abundantResource”, “scarceResource” from the “zone” data type. This is accomplished by making the list searchable with the search term \$searchText, then creating a new var called filteredZones to filter the result.

```
var filteredZones: [Zone] {  
    if searchText.isEmpty {  
        return zones  
    } else {  
        return zones.filter {  
            $0.abundantResource.localizedCaseInsensitiveContains(searchText) ||  
            $0.scarceResource.localizedCaseInsensitiveContains(searchText)  
        }  
    }  
}
```

Some potential updates to the app are:

- Displaying more information about the zones’ enemies and terrain, for example: animated gifs showing the enemies attacking the players, this helps visualise the looks of enemies together with their behaviours. Same with the special terrains.
- Displaying how the resources look in game.
- A page dedicated to the enemy types linked to the enemy text in each zone, showing more information about them like health, damage, special attacks, etc.

References:

<https://deeproockgalactic.fandom.com/wiki/Hoxxes>

Pictures used in the documentation along with a gif demonstration of the app can be found in the folder “App Simulation Screenshots” included in the submission zip.