

## FINAL PROJECT PROPOSAL :

**Project Proposal :** War Card Game App ONLY FOR IOS.

**Introduction :** The War Card game is for IOS users only. It's just a pastime game, it's a reference from the old I DECLARE WAR game from my childhood. So I thought it would be a fun game to try for my 1st game app.

**Objective :** The goal was the make and running ios app from the war card game. The first player or cpu to reach 20 wins the game.

**Project Description and Features :** In this project I used Xcode and SwiftUI to create this app. Its features include a functional deal button that when pressed deals the next card randomly. Also ZStack, VStack, HStack, Spacers, Button functions, Images, Foreground Colors, Fonts and Padding. These are the tools that were needed to create this app inside the Xcode IDE using the SwiftUI framework.

**Implementation Plan :** The most important part for this project was to obtain the card images for the game.

**Testing Plan :** To test the app I was able to use the contentview that shows the app as I write the code. If there's a problem with the code It would give an error in the body of the code along with the contentview of the app not building the project. Another way to test the code is in the simulator that builds the app and if there's an error that would be the place to catch any missed error that I didn't catch.

**Deployment :** Is for 18.0 IOS or higher. I can add this game app to any compatible device for up to 7 days at a time.

**Expected Outcome :** To run the app without it crashing and also determining a winner once i've achieved a winner and the app and all features run it's completed and ready to turn in.

**Conclusion :** I wanted to try something new even though coding is new to me. But adding another language to the ones that I've learned through TrueCoders is just a way to keep branching out.

**Reference :** Coding with Chris was where I got the outline for my project. I wanted to make a game and an app.

