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CS:490:Q1

IOS Personality Quiz Game App Midterm Project Report

I have chosen to create the IOS Personality Quiz Game App since I purchased a new macbook prior to taking this class and I am a new mac IOS user. I chose this assignment over the android assignment to challenge myself and broaden my exposure to new and unfamiliar languages.By completing this project for my midterm, I gained a broader knowledge in swift programming language while learning about how to navigate around creating a UI for the first time. All my previous classes focused on backend and fundamental concepts in software engineering. However, with the exception of building a database on phpmyadmin, I have not created a full functioning displayable program for school as of yet. Thai project has given me the opportunity to use new developing tools I was unfamiliar with.

This project asks the user to choose answers based off of a personality quiz, and based on those results the app will assign an animal based on the user's responses. The project starts with having 3 screens also known as controllers within the objects menu of xcode. The first screen prompts the user to initiate the quiz. The second screen asks the user personality questions and collects the results for the third controller, which is the final results screen based off of the user's responses.

Following the *Develop in Swift Fundamentals xcode 13 by* apple education, deemed pretty difficult. The book itself does not provide comprehensive instructions and instead gives very generalized instructions for non-beginners. Perhaps the tutorial only from the book would require someone who is more familiar with xcode, swift, and overall experience in app development. I chose to use the book as a generalized checklist for what is required to build this app, and used google to figure out how to break down each step into something a true beginner can understand and follow.

Since I am a new mac user, and gaining familiarity with xcode following broad directions has gotten easier with practise. The book did not give detailed instructions on how to even create and properly set up this project. It simply said to “open main.storyboard”(Apple Education, 493) without explaining how to create a single view app using storyboard formatting. With experience and time I learned what the instructions meant. Some of the other instructions weren’t very detailed and relied on images to show different steps of building this project without detailed text to accompany the image to explain what exactly is being done in each step.

Once my project was open in the correct format, I had a little bit of difficulty finding the new objects library to add in buttons and labels for text. Once I figured out how to add and edit labels and buttons lining up the elements and changing their properties was just as easy as editing items in Microsoft Word and exceeded the expectations on the user friendliness of building the UI. As of now, my project has 3 controller screens, a title for the quiz game, a link to start the quiz, and several emoji’s on the main home screen for decoration. I have not started on the coding portion of this project yet as I am sure the next portion of this project will require quite a bit of programming to add in functionality to this app.

With more time developing this app, I ran into less issues figuring out how to implement the coding portion for adding functionality into this app. I feel accomplished by how much I was able to get done by completing this project without too many issues. I hope to start using my newly gained skills to develop apps in the future. I hope to also set a goal for when the app is complete to figure out how to install the app onto my ipad to see if I can successfully figure out how to host a mobile app on a device. The only issue I can foresee facing is that I own an android phone and a macbook. Choosing the ios track for the mobile app midterm project, I am unable to install this project on my personal device for the extra credit. Overall, this was a good learning experience and a project that I can talk about on interviews in the future.

CITATIONS: <https://books.apple.com/us/book/develop-in-swift-fundamentals/id1511184145>