A logo of a university

Description automatically generated

**COSC2659 | iOS Development**

**Assignment 1 – Report**

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**Overview**

The Gun Skins Collection app is designed to provide users with a comprehensive catalog of gun skins. The app allows users to browse, filter, and view detailed information about various gun skins, including their visual appearance, description, and other relevant details.

**Goals**

* To offer an extensive collection of gun skins for enthusiasts.
* To provide an intuitive and visually appealing user interface.
* To facilitate easy navigation and search within the collection.

**Target Audience**

The primary target audience for this app includes gamers, gun skin collectors, and enthusiasts who are interested in exploring different gun skins available in popular video games.

**App Name and Logo Explanation**

* **App Name**: SkinCraze
* **Logo**: The logo features a stylized gun with vibrant skin patterns, symbolizing the app's focus on gun skins.

**Motivation and Inspiration**

The inspiration for this app came from the growing popularity of customizable gun skins in video games. As a gamer and collector, I wanted to create a platform where enthusiasts could explore and appreciate the wide variety of gun skins available.

**Technical Features and Implementation**

**Feature 1: Home Screen**

* **Screenshot**:
* **Implementation**: The home screen includes the app name, logo, slogan, "Get Started" button, and an info button. The "Get Started" button navigates to the navigation list view, while the info button displays app details in a modal view.

**Feature 2: Navigation List of Items**

* **Screenshot**:
* **Implementation**: The navigation list features item names, images, and short descriptions. It includes a search bar and filtering options to help users find specific items. The list is implemented using List and NavigationLink components in SwiftUI.

**Feature 3: Dark Mode Toggle**

* **Screenshot**:
* **Implementation**: A toggle switch allows users to switch between light and dark modes. This feature is implemented using a Toggle component and updates the app's appearance dynamically.

**Feature 4: Detailed Item View**

* **Screenshot**:
* **Implementation**: The detailed view displays the item's name, primary image, address, full description, review stars, map view with a pin, and an image carousel. This is implemented using ScrollView, VStack, Map, and Image components.

**Animated Pictures and Videos**

* **GIF Animation**: Link to GIF Folder
* **Short Videos**: [YouTube Playlist](https://www.youtube.com/playlist?list=example)

**Known Bugs/Problems**

* Some images may not load correctly due to network issues.
* The map pin might not display accurately in some cases.

**Design Elements and User Experience**

**Visual Appeal**

The app features a modern design with a consistent color scheme that supports both light and dark modes. Fonts are chosen for readability and visual appeal.

**Intuitive User Interface**

The interface is designed to be user-friendly with intuitive navigation. The search bar and filters make it easy for users to find specific items.

**Consistency**

Consistency is maintained throughout the app by using uniform design elements such as fonts, colors, and imagery. This ensures a cohesive user experience.

**User-Centered Design**

The app prioritizes user needs by providing easy navigation, quick search options, and detailed information for each item. The design is responsive and adapts to different screen sizes.

**Conclusion**

**Reflection on What Was Learned**

Developing the Gun Skins Collection app provided valuable insights into SwiftUI development, user interface design, and the importance of user experience. Implementing features such as dynamic dark mode and detailed item views was particularly challenging and rewarding.

**Potential Future Improvements**

* Adding user accounts and personalized collections.
* Implementing a rating and review system for gun skins.
* Enhancing the search functionality with advanced filters.

**References**

* Apple Developer Documentation: SwiftUI
* Swift by Sundell: Articles on SwiftUI
* MapKit Documentation
* Third-party libraries: SDWebImageSwiftUI

**Appendices**

**Additional Screenshots**

* **Home Screen**:
* **Navigation List**:
* **Dark Mode**:
* **Item Detail**:

**Code Snippets**

* **Home Screen Navigation**:

NavigationLink(destination: SecondView()) {

Text("Get Started")

.padding()

.background(Color.blue)

.foregroundColor(.white)

.cornerRadius(10)

}

* **Dark Mode Toggle**:

Toggle(isOn: $isDarkMode) {

Text("Dark Mode")

}

.onChange(of: isDarkMode) { value in

UIApplication.shared.windows.first?.overrideUserInterfaceStyle = value ? .dark : .light

}

**Documentation**

* [SwiftUI Documentation](https://developer.apple.com/documentation/swiftui/)
* [MapKit Documentation](https://developer.apple.com/documentation/mapkit/)