Features implemented

1. Web scraping and parsing to get the most up-to-date color data.
2. Present data in a TableView, the main scene of the app.
3. Click on a color (a TableViewCell) segues to a detail view scene, where more information and stories of the color is presented. (by dynamically setting up URLSession and fetching data).

Waiting to be implemented

1. RGB and CMYK values on the DetailView scene (easy, just more parsing).
2. Sorting colors by their RGB values, names (need to think about algorithms).
3. Searching colors by names.
4. Implement a completely new functionality – present colors by categories (chronical, era-categorized, flower-related, etc.) This will be done by a tab bar control placed at the bottom of the screen so that users will be able to switch between viewing modes by tapping different tab bars.
5. Making connections between Color objects, this will enable users to travel to another (related) color from a color's detail view scene. (need to optimize the existing data structures)
6. Multi-language and localizations, mainly Chinese, English and Japanese for now. Moreover, find out how to use custom font for each language in the project.
7. SiriKit for pronunciation dictation.
8. Store color data either in local storage or on server, using Realm or Firebase.

Prospects (things that I expect to do in the future, potentially beyond the deadline of the course)

- Let users be able to create their accounts, maintain their favorite color lists, and make comments under color pages -> finally making the whole platform go online.
- Let users be able to write journals on their favorite colors (or even beyond that), and post their journals to the platform where other users can read.