

Product Definition Statement

Features included:

- Calendar selector to select a date and scroll through the calendar
- Date selector to also select a date and included time
- Ability to add an 'event' to the selected day based on the date/time selected along with a title
- Ability to view each event for the selected day and what time they were logged (in a scroll view so as many events as needed can be added per day)
- Data is automatically saved and persisted (some sample data to start with included to see how it works, check the first few days of May)
- Remove a day's events

Features wanted:

- Color coding the calendar day based on the overall mood for that day (ex green for good day, red for bad day, etc.)
- Display data on a new page to not contain it all on one small page (was getting very confusing errors trying to do this)
- Currently, can only delete all events rather than delete individual events
- Order the events around (by time?) rather than just display them in the order they were added
- The calendar needed an overall start and end date so when you boot up you can only go 200 years into the past or 200 years into the future (not that you'd ever really need to do more until they invent immortality but stil, it is an unnecessary restraint in my opinion)
- Storing in a plist seems very bad, it was what we learned in class so I used that but I think if this app was actually to be used daily and got filled up with hundreds to thousands of events, it could ruin the efficiency of the code. But based on the knowledge we learned in class, I think it is good

Self Evaluation:

- I think my best work was connecting each element together. It was difficult getting the calendar situated along with connected to the date picker, and then displaying the correct data when a date was chosen
- The one thing the project definitely does well is as a logger for what you have done through a day, keeping track of each day. The main purpose was to log eating habits or sickness that occurs so I think it does that decently
- It was also difficult getting the data to save and load from a specified location along with deleting all the data in both the saved data and the currently displayed data

- With that said, I think there was a bit more elements I could have added such as figuring out how to open in a new page instead of putting it all on one page and deleting one event instead of all of the events
- Reading the data in is done from the SceneDelegate, along with copying the existing default data.plist if one does not already exist. Computing is done in the ViewController, since there is only one ViewController it is all done there.

Frameworks:

- The only framework used was KDCalendar by Michael Michailidis (<https://github.com/mmick66/CalendarView>) which is a customizable calendar view. I followed their basic tutorial on the GitHub for getting the calendar to work