Name of Team
iOS_4

Members:
Stephanie Lee
- Uniqname: steflee
- Github: stefslee1118

Haoliang Cai
- Uniqname: haoliang
- Github: austinc123

Luke Cheng
- Uniqname: lukcheng
- Github: yameaterz

Jaewon Hur
- Uniqname: jaewonh
- Github: ellenofx
    -

Contribution of each team member to the project:

In the beginning of the project, we all got together to discuss how we would divide the project up. Austin came up with the algorithm of the whole application. Jaewon and Luke took initiative to program the back button and did the translation for the Spanish words. Lastly, Stephanie did the UI, images, and helped finish implementing the localization of the whole application. We met two to three times a week for two hours.

Information about your app from the App Store section.

- Version number: 1
- Icon:

- Category: Shopping, Lifestyle
- Rating: +4
- Language: Spanish and English
- Keywords: Shopping, store finder, personal shopper
- Description: The StyleAdvisor is an iOS app that grants users who are tired of wearing the same clothes the option to explore new clothing stores that fit their taste. By answering just a few questions, the app will

be able to determine which clothing brand will best suit the user's preferences. StyleAdvisor comes especially in handy for those who want to express their personality, but just don't have the time or energy to try out different stores. Now with the app, they can find a store that fits their style with just a few clicks. And what's even better? The app supports two languages, English and Spanish. So for those fluent in Spanish and want better fashion, StyleAdvisor is also the app for them. This bilingual app will act as a 24/7 personal style advisor, but without any of the hassle.

The app works by having users answer multiple questions that are correlated to different clothing stores. But before all that, users must specify if they are a girl or boy, because there are different questions for each gender. After that based on the answers the user picks, the algorithm within the app will tally which store fits the best. In addition, there is an implementation within the app that prohibits some stores from being picked due to the price restrictions. For instance, if a user picks their price range as $0-99, then the store "Brooks Brothers" cannot show up as their store because the majority of the items in that store are $200+. Thus, that way the app gives the most reasonable store within the price range that the user specifies. The UI also allows users the option to go back on a question, if they accidentally chose the wrong answer as well as a reset button that allows the user to retake the quiz if they choose to.

- Price: Free

List a few things you learned from user testing.

- We realized where we should place certain buttons so that they would be easy for the user to see and use. At first, we placed the back button on the top but then after trying it a couple of times, we realized having too money buttons on the top would be really annoying for users who mostly used one hand to reach for buttons.

Device and orientation that we should test your app with.

- The best device would be the IPhone 6S in portrait.

The complete list of Reach features that you implemented have implemented and are submitting for grading.

- Custom UI
- Localization

Any feedback on Reach, on the specification so far, and on the project in general, so that we can improve it in the future.

- I think it would be nice if we learned some Swift in class. I really think it would be helpful to learn some things in Swift with teachers so we aren't thrown into this without any experience with this language.