For the modules to run properly you might have to run the .xcworkspace file instead of the .xcodeproj file. Also, sometimes the constraints don’t work properly when the simulator first runs but will work the second time it runs.

This is a continuation of the World of Warcraft Info application. I created a new tab bar application to handle my multiview and set up three different pages. The faction page contains the segmented control, image view, and a textfield that display faction information. The classes pages currently has the random class generator button but in the future I would like to add buttons to display specific class info. The settings page contains a theme picker, a night mode, the music switch, and a default settings button. The default settings button displays an action sheet and alert but it currently does not restore default settings.

For my extra features, I installed cocoa pods via the terminal on my machine at home which I used to import the SwiftTheme framework to my project. I then implemented the demo code that came with SwiftTheme via their github repository onto my settings page. This code allows the user to select a color which will change the color of the navigation headers and tab bar. This code also allows a night mode which changes the application to have dark colors.

Bugs and Feature fixes

* Constraints are good for faction and classes view but landscape constraints are not fully working for the settings page, still need to properly resize buttons and fix alignment issues
* App does not fully display properly on smaller screens, some labels and buttons are cut off, constraints will need to be updated for this
* Night mode currently only changes background color for the settings view, will need to add methods to the factions and classes view to get background to change
* I would like to add more class buttons on the classes scene to display more info

References

<https://guides.cocoapods.org/using/index.html>

https://github.com/jiecao-fm/SwiftTheme