I’ve been designing an app I want to build in DGM 152. This app lets your child do the following:

1. Add a diary entry. It will start with the child choosing their mood. Then they will answer 3 questions: how are you feeling today, what’s one thing you learned today, and what was your favorite part of the day. They can go back and read old entries.
2. Write a letter to Santa
3. Read letters from Santa
4. Find out if they’re on the nice or naughty list.
5. There is a password protected page for parents/guardians so they can customize responses to the child. For example if the child is on the naughty list the app will display a message with real things the child can do (be nice to your brother Landon, be kind to your teacher Ms. Sam, pick up your dinosaurs, etc).

For this semester I want to work on the functionality for organizing the input data (diary entries, letters, responses, etc) as well as create all the views. I will use the Filemanager to create, read, update, and delete profiles, entries, letters, avatars, etc. using json files.

Recipe:

1. Create a view for the profiles using a tableview. Add a button to allow the user to create new profiles.
2. Create a view to add a profile. Will ask for a name and choose an avatar image. Data will be stored using the filemanager.
3. I’ll probably use flaticon for the avatar images.
4. Figure out how I want to organize the data. I will use json files.
5. Figure out how to I want to grab the data on each controller. I’m thinking of passing one variable containing an ID between controllers.
6. Create the views for adding a diary entry, writing a letter, and reading a letter. Will consist of some questions with textbox response areas. All of these will be saved using the Filemanager and Datamanager.
7. Create a struct for data management, maybe called DataManager(). I will use the ID to access the profile data, diary entries, letters, etc.
8. Create a view for the old diary entries. Use a tableview.
9. Create a view for old Santa letters. Use a tableview.
10. Create different classes/structs for specific objectives (adding diary entry, letter, etc.). This may all be located in the DataManager.
11. Create the views for the parent/guardian to write custom responses to diary entries and Santa letters. Also stored using the Filemanager and Datamanager.