

Iteration 1: Explore Phase

Git Link: https://github.com/codingbuff/JonGordon_MAD/tree/main/ChordJam

For this phase I was aiming to get a basic working prototype with the chord insertion functionality. I was not able to do that with my schedule. Instead, I implemented some basic skeleton code for some of the functionality. I have four chord images displayed on the main view which will emulate the basic layout of what I plan to implement for my basic design. There has been no styling added but I have decided I'm not going to go too far astray from a basic white background since it just seems more readable being more simplistic.

I have started to pinpoint some of the basic elements I'm going to need for my app. For my layout I will need:

- Scroll view
- ImageViews
- UITabBar
- Recycler View
- Dialog

If you look at my code, I'm missing a few of these, namely the scroll view, tab bar, and dialog. The buttons are put in place to replace the tab bar for now, as I'm still unsure whether a tab bar is the proper approach for these actions. I also did not research into the drag and rearrange features. After putting in some basic skeleton code in, I've decided that the scroll view should come as a later priority. Instead, my focus is dynamically insert chord images, upload/save progressions, navigation to and from the user progression library, and image rearrangement methods. I have done the skeleton code for some of these features.

It was a rough iteration phase as I did not get even close to what I was planning to accomplish, but I do now realize how much harder it's going to be to dynamically create new images with a scroll view that'll adjust to the new size. That's why I'm saving off the scroll view for later. Instead, I will focus this iteration on implementing some of the basic navigation to the dialog/modal box, recycler view, and getting the basic functionality for adding chord images. From there, I'll reassess and determine if I want to focus on the scroll view or more on the drag and drop methods.

Tasks for the next phase:

- Implement add chord image
- Create navigation to and from the main screen to the recycler view
- Implement pop up dialog box (goes along with adding chord image)
- Research drag and drop methods
- Research dynamically sized scroll view