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DJI Social

\*Provided in this folder is the XCode project and files, and screenshots of all the screens. To run the app, use the .xcworkspace file.

Overview:

I started creating this app to use and learn about the DJI sdk and add social elements into it. I used the DJI FPV demo and built on top of it. I incorporated Google sign in, Facebook sign in and profile authentication.

(1) Log In Screen:

The user is able to sign in via Google, Facebook, or enter as guest.

(2) Profile Screen:

After the user is logged in, you will access a tab bar view controller and the first view is the profile view. The profile image and name is extrapolated from the Google or Facebook account. If there is no profile information provided, the user can tap on the empty profile image and select an image from the camera roll. The user can also tap on the text field and edit their name. Below the profile information is space for the recorded videos to be in the form of a table view, which needs to still be implemented. The recorded videos will be held in the Firebase database, which is already implemented into the project.

(3) Record Screen:

The other tab is the FPV video screen for recording video or taking picture. I could not test the recording of video because I do not have the DJI hardware. The next step is to implement the feature where the recorded video and pictures are automatically uploaded onto firebase.