

Intro:

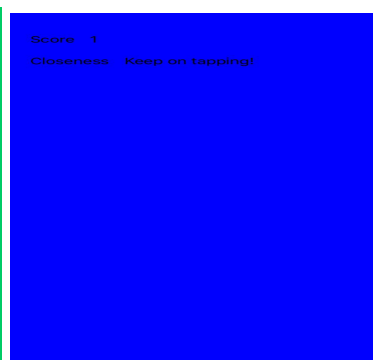
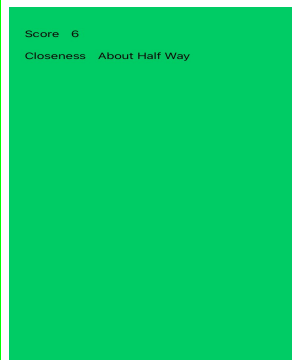
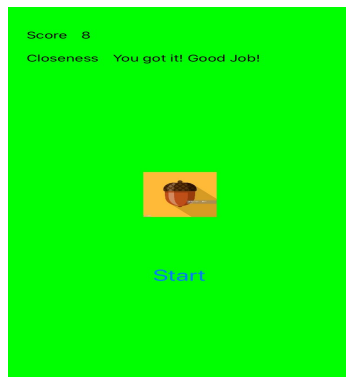
My projects were acorn guesser, the reminder app, a ball jump type of game, and a league of legends stat tracker to find information that you would need.

Acorn Guesser:

Short Description:

An app about guessing where the acorn picture is located within the application. The app changes colors as you get closer to the goal.

Screenshots:



1. Uses a random util to randomly place the acorn within the application screen
2. Keeps track of your score! Try to get the lowest score!
3. Localized in english and French

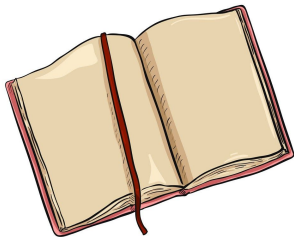
Long Description:

The app is like a game that is similar to “hot and cold” where you are essentially blind, but are able to get hints from the “closeness” meter described in the top right corner. The better your score, the better you will feel! The app doesn’t feature a high score table, but was essentially just made with a counter for the score and changing colors depending on your distance from the acorn. There was a login screen and the app icon is simply the acorn above the screenshots. The app featured auto formatting to keep the labels where they would need to be on all apps.

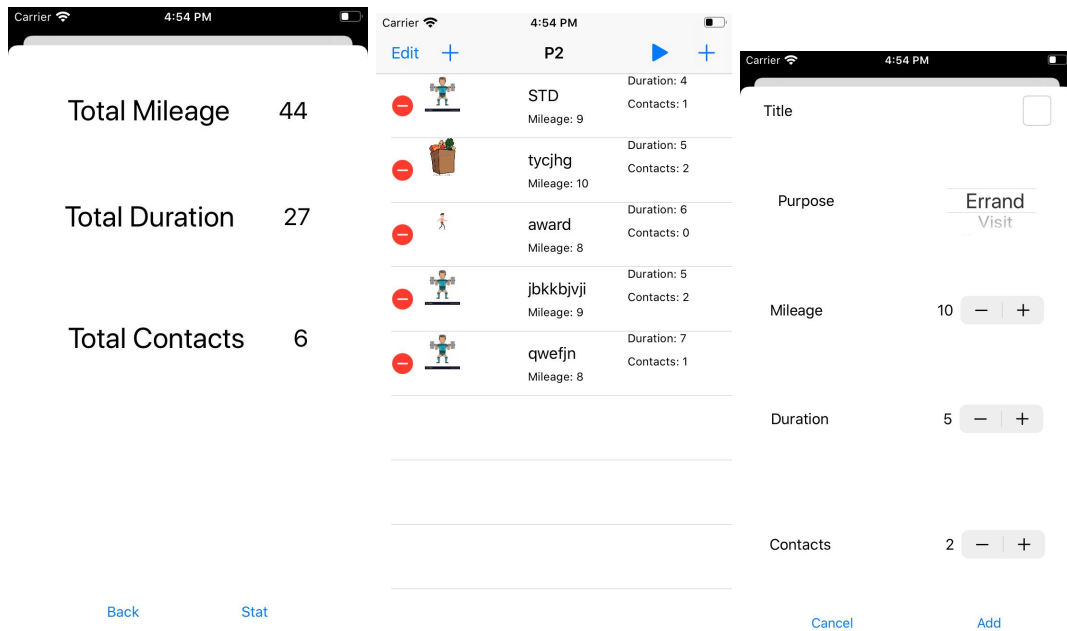
Stay guessing!

Exposure Diary:

Screenshots and app icon:



VectorStock



1. Featured Core data store store data even when the app was closed out!
2. Can save your memories whenever you want to !
3. Localized in German and English!

Short description:

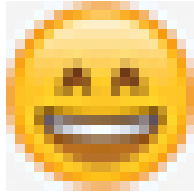
The app was essentially made to record information that might happen to you while going about your day. Whether it's the purpose of an event or how many people you met, the application would have a spot for you to include in your day.

Long Description:

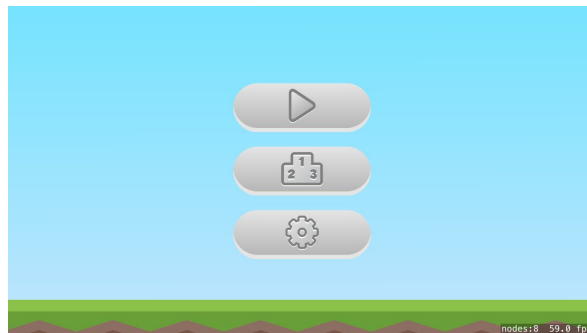
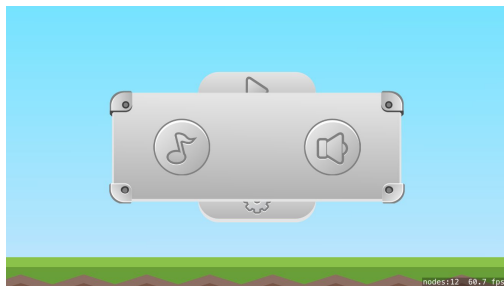
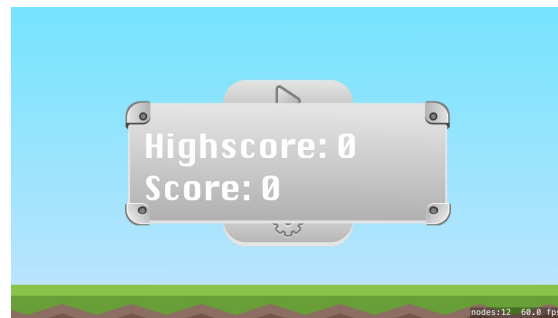
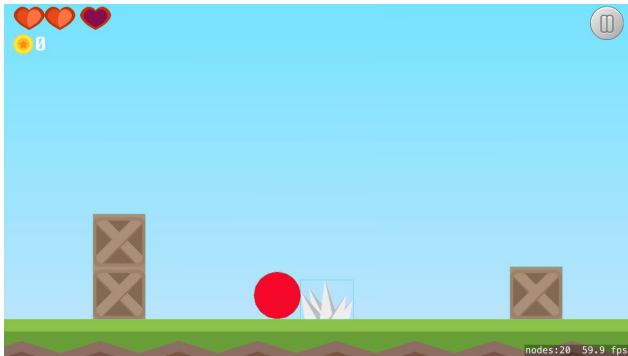
The application had 3 controllers in which one was for the table view, and the other two were for recording data and summing up the values of the data. I forgot at the time to touch up the visual aspects which lead to a completely white app. I also regret not putting more time into deciding the design of the app before submitting. The bar buttons at the top were made to fulfill requirements, but they ended up looking clunky in the overall product. The core data was tricky to conceptualize, but looking at the persistence that comes with it, the final project was something I was proud of. The application also featured the main points of focus for the diary of the title of the entry, the purpose, the mileage one might have gone, the duration, and any contacts they might have had. The final page is more of a total sum of all interesting events that may have happened.

Keep on wondering!

Ball Jump:



Screenshots and app icon:



Short Description:

The game is based on an old game where a ball is continually moving forward trying to avoid the obstacles and survive without falling behind.

1. Compete with friends!
2. Comes with music and sound effects!
3. A pausing feature in case you need to take a break

Long Description:

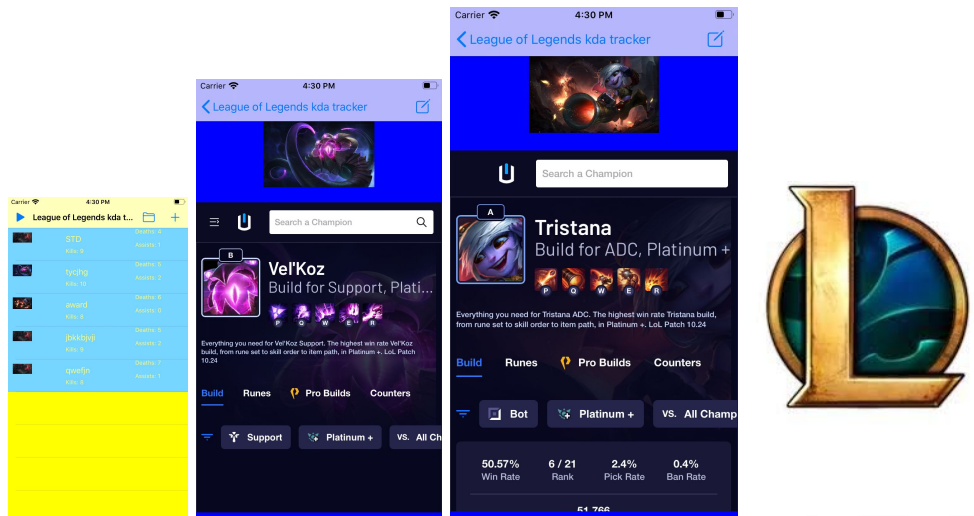
The game has multiple moving parts at once. Starting from the title screen, the background and ground are moving to the left forever and is able to maintain all of that. In terms of gameplay, the game has real physics, so when the ball jumps and knocks

into something it slows down, but the screen moves forward as if you're in a race. Once you fall behind you can't hope to catch up and are just struggling behind. The game has 3 hearts which means you can go into potentially dangerous things 3 times. There are no extra lives and the goal is to collect as many coins as possible, whoever gets the most wins!

Keep rolling forward!

League of Legends Stat Checker:

Screenshots and app icons:



Short Description:

Working off of what we learned from the class, we culminated everything into one little app. This app is essentially a way to keep track of your KDA (kills / Deaths / Assists) in a video game called League of Legends.

- 1) Has a way to reference builds from the web
- 2) Localized in German and English!
- 3) Swipe features to get your favorite champs

Long Description:

The app has 5 view controllers: the table view, a way to record information, a web viewer, a stat checker with animations involved, and a settings controller. The app is a way to store your favorite games forever recording your best games to see what your total KDA would be after everything. The app gives a way to look through the best builds and strategies to play at your best, but only for a few champions. There is a way to change the color scheme of the app as well with the settings and you can look through the animations on the stats screen as well. The app focuses on core data to complete its persistence so you don't have to worry about losing any of your data.

Keep on gaming!