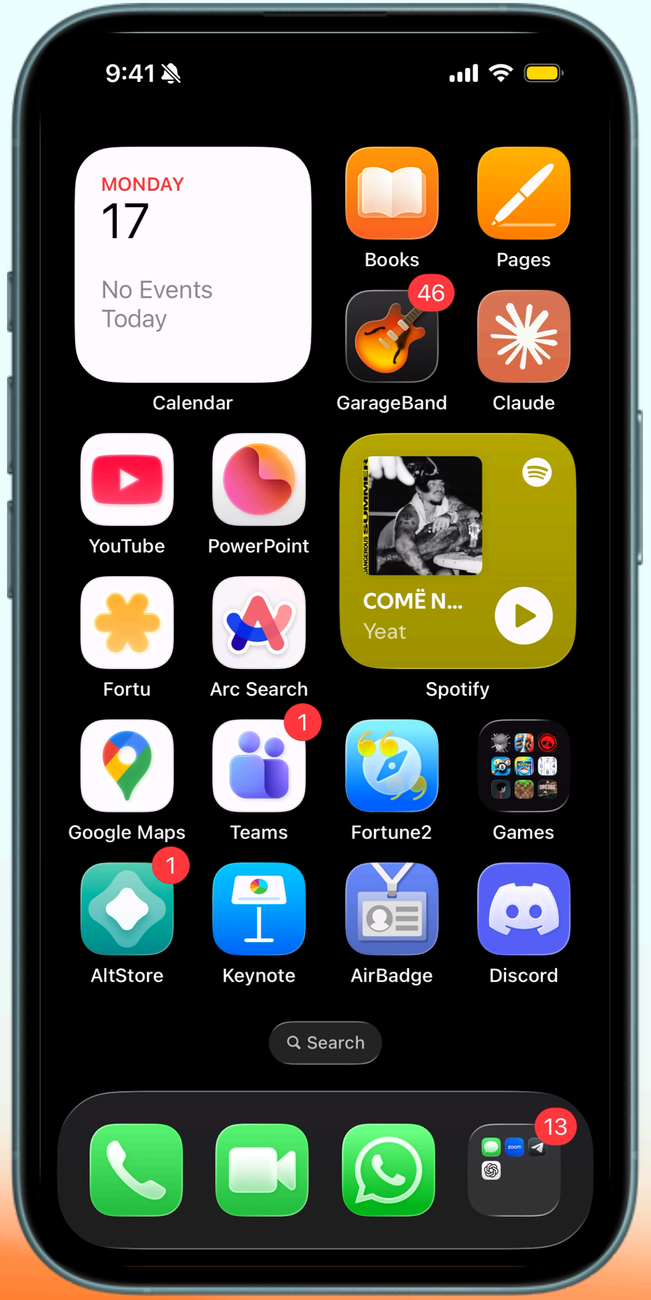
In your heart lies a compass pointing to treasures not yet imagined, waiting for the brave.

In your heart lies a compass pointing to treasures not yet imagined, waiting for the brave.


9:28
42
Enjoy your night.
2 November
In your heart lies a compass pointing to treasures not yet imagined, waiting for the brave.

Fortu

Single-screen
Appealing UI
Simplicity



UI design (gradients, time-based color updates, animations)

Daily quotes

Modal views for chat & history views (lists, text, shapes, buttons)

AI models implementation for quote generation and interaction with user.

Opted for Apple's `FoundationModels`

✨ Quote Assistant

Sound & Haptics

Learning goals

UI design

Interactive dynamics

Haptics

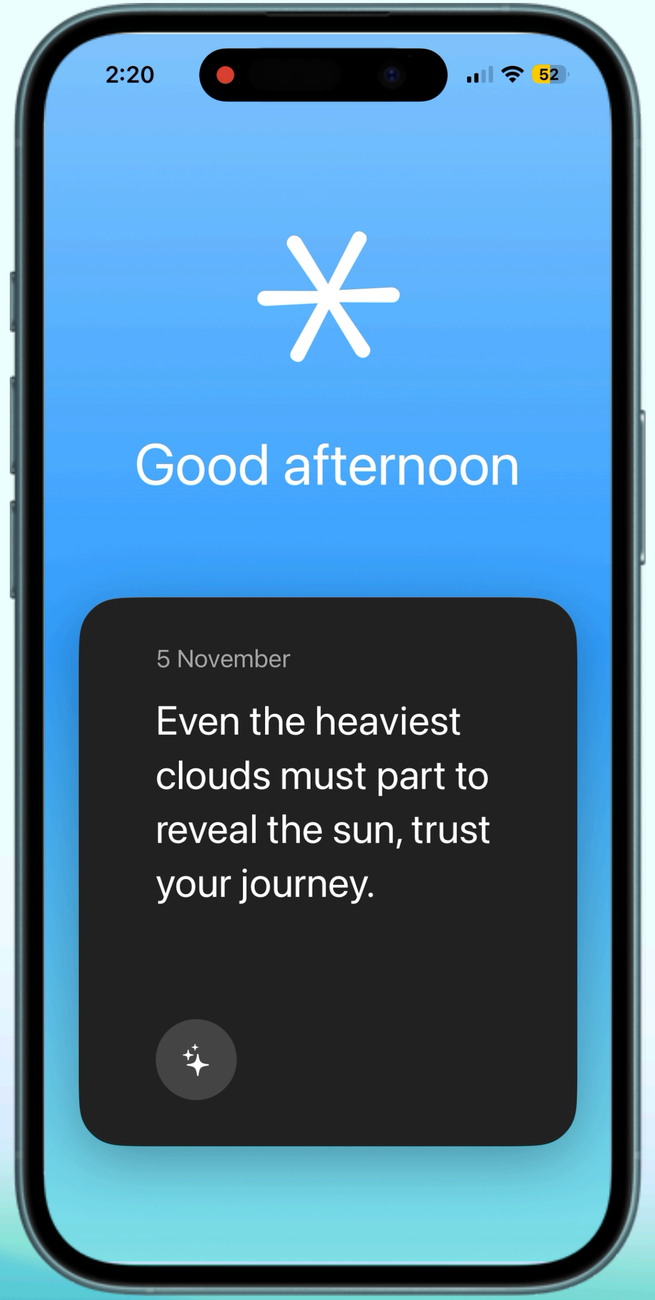
LLM's

The learning process

The learning process

Daily quotes

✨ Quote Companion



The learning process

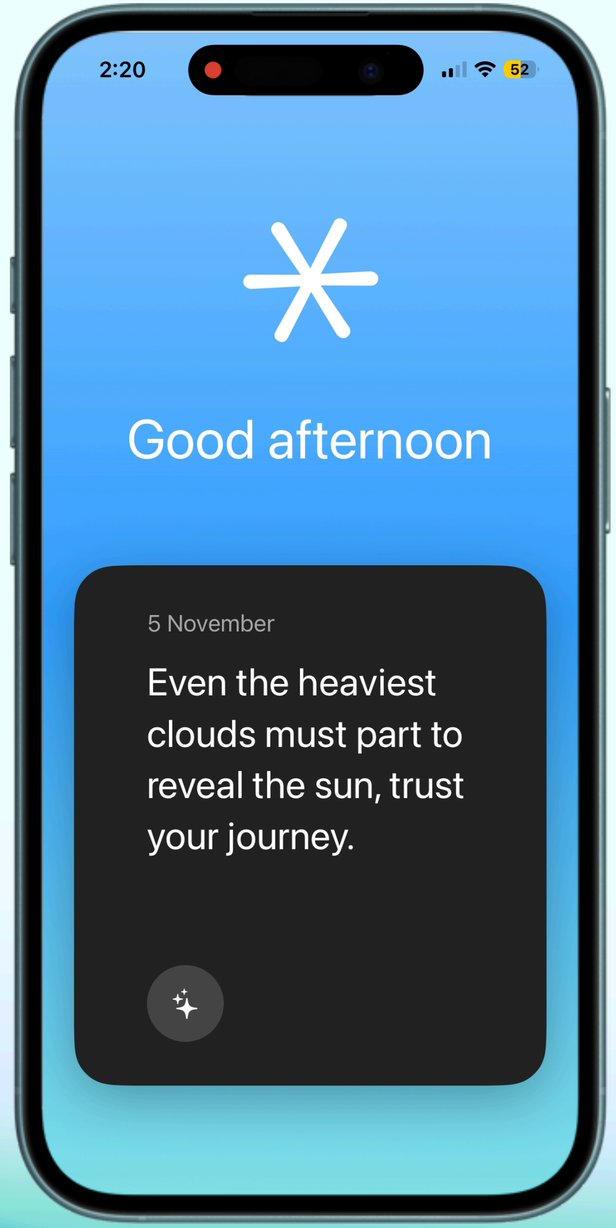
Daily quotes

I built a simple LLM engine based on Apple's `FoundationModels`. It provides a different quote every day, through a dedicated `QuoteProvider`.

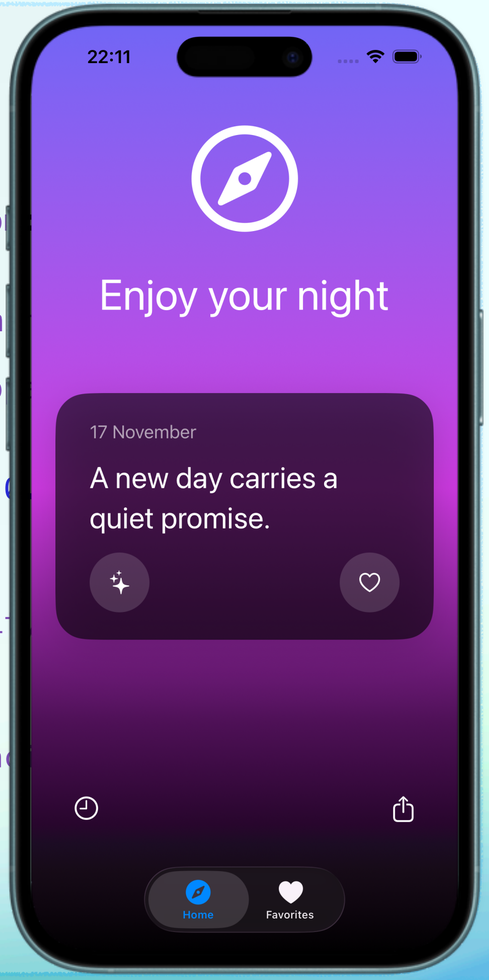
✨ Quote Companion

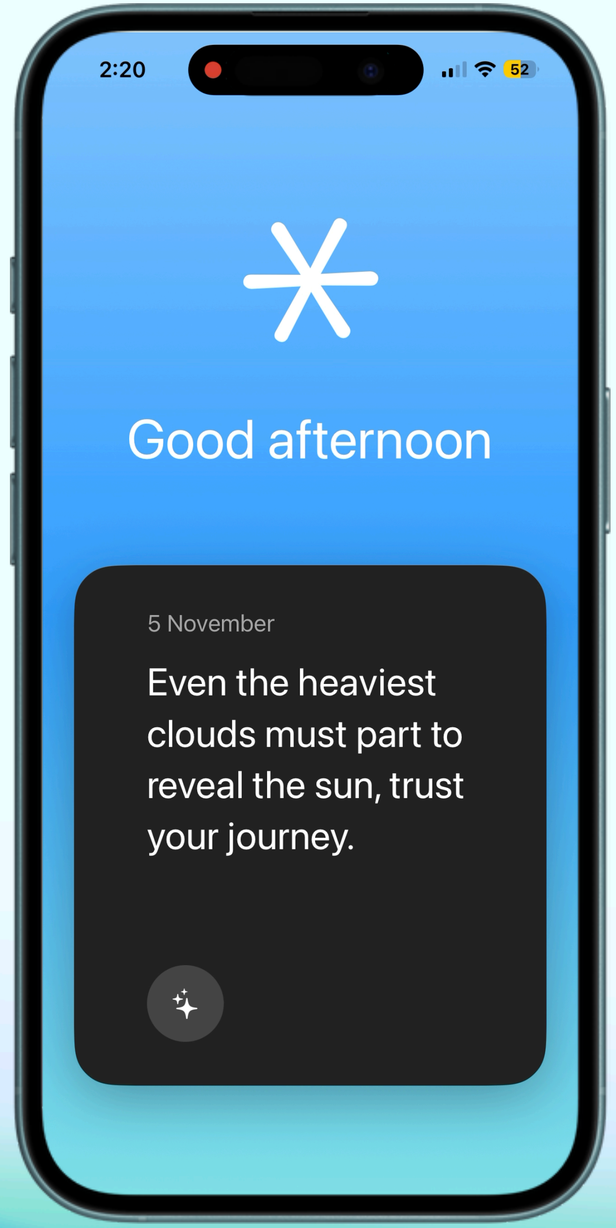
The sparkles button triggers a `chatView` that will show up as a modal.
The Assistant provides more information about the quote of the day, and can respond to User's inputs through a `ChatSessionManager`.

The learning process




```
class BackgroundGradientEngine: ObservableObject {
    @Published var colors: [Color] = []

    func updateGradient() {
        let hour = Calendar.current.component(.hour, fro
        switch hour {
        case 5..<12,
             12..<13 where Calendar.current.component(.m
30:
            colors = [.blue.opacity(0.3), .blue, .cyan.o

        case 12..<19:
            colors = [.blue.opacity(0.5), .blue.opacity(

        case 19..<22:
            colors =
[.purple.opacity(0.6), .pink.opacity(0.7), .purple.opaci

        default:
            colors =
[.indigo.opacity(0.9), .purple.opacity(0.95), .black.opa
        }
    }

}
```





The learning process

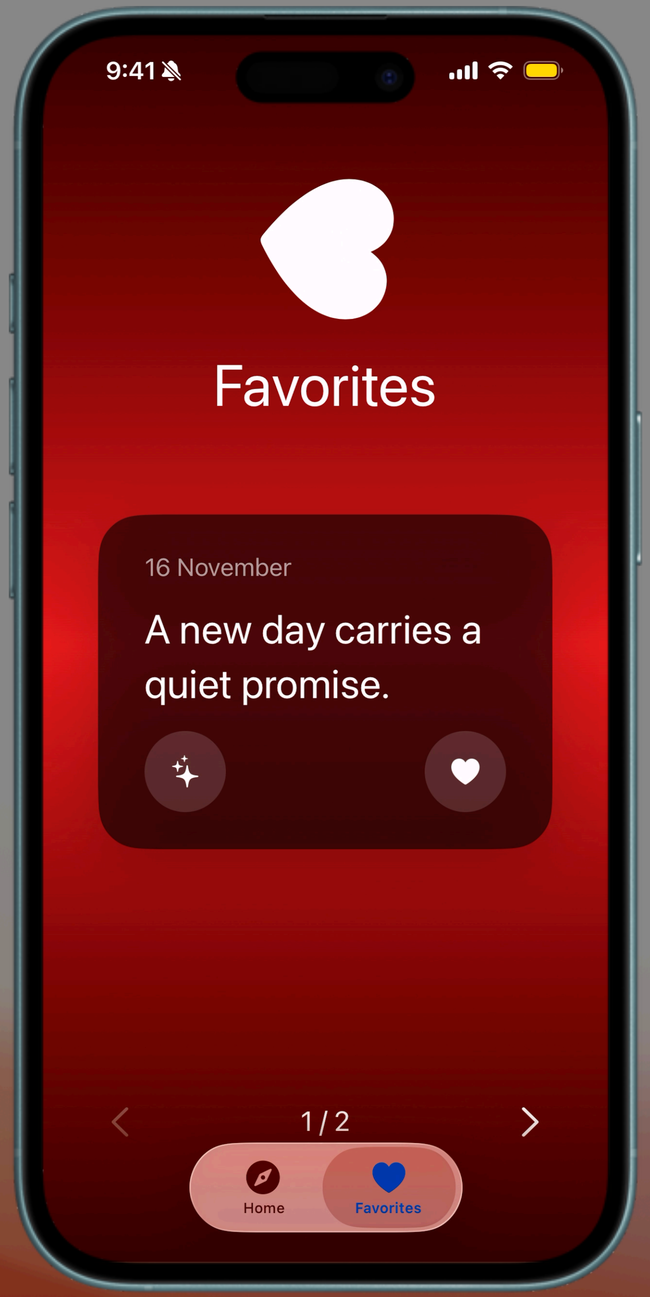
```
struct InteractiveCardModifier: ViewModifier {
    let isInteractive: Bool
    @Binding var dragAmount: CGSize
    @Binding var isDragging: Bool

    func body(content: Content) -> some View {
        if isInteractive {
            content
                .rotation3DEffect(
                    .degrees(max(min(Double((dragAmount.width + dragAmount.height) / 25), 4), -4)),
                    axis: (x: 1, y: 1, z: 0)
                )
                .offset(x: dragAmount.width / 20, y: dragAmount.height / 20)
                .scaleEffect(isDragging ? 1.01 : 1)
                .animation(.interactiveSpring(response: 0.35, dampingFraction: 0.6, blendDuration: 0.6),
value: dragAmount)
                .gesture(
                    DragGesture()
                        .onChanged { value in
                            dragAmount = CGSize(width: value.translation.width / 3,
                                                height: value.translation.height / 3)
                            isDragging = true
                        }
                        .onEnded { _ in
                            dragAmount = .zero
                            isDragging = false
                        }
                )
        } else {
            content
        }
    }
```

The learning process

```
struct AsteriskView: View {
    @Binding var rotation: Double
    @State private var lastRotation: Double = 0

    var body: some View {
        Image(systemName: "safari")
            .font(.system(size: 100))
            .foregroundColor(.white)
            .rotationEffect(.degrees(rotation))
            .gesture(
                DragGesture()
                    .onChanged { value in
                        rotation = lastRotation + Double(value.translation.width) * 1.2
                    }
                    .onEnded { value in
                        lastRotation = rotation
                        let velocity = value.predictedEndTranslation.width -
value.translation.width
                        withAnimation(.interpolatingSpring(stiffness: 8, damping: 3)) {
                            rotation += Double(velocity) * 1.5
                        }
                    }
            )
            .onAppear {
                withAnimation(.easeOut(duration: 3)) {
                    rotation += 360
                    lastRotation = rotation
```

Quotes+

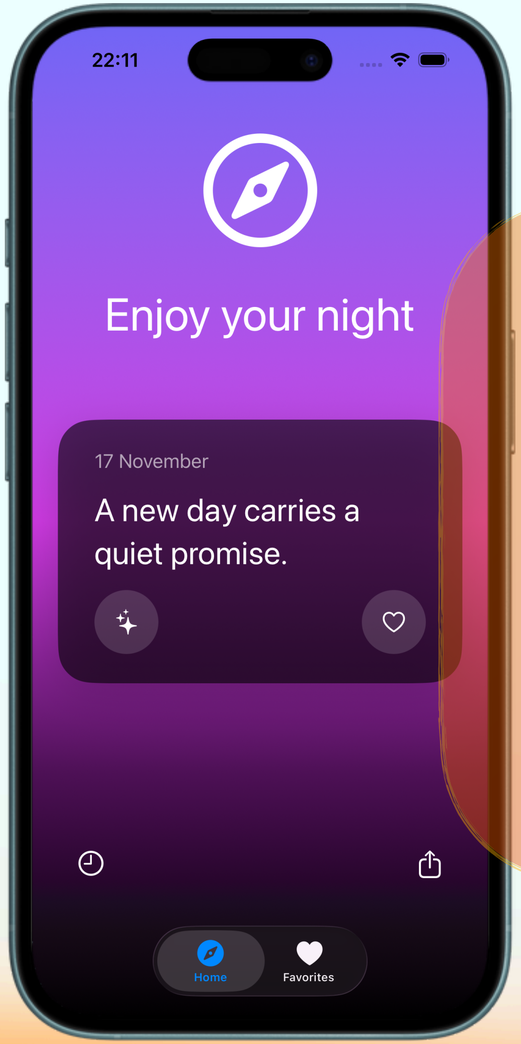
a little read, to start great



Quotes+

your compass for your journey.

Next steps



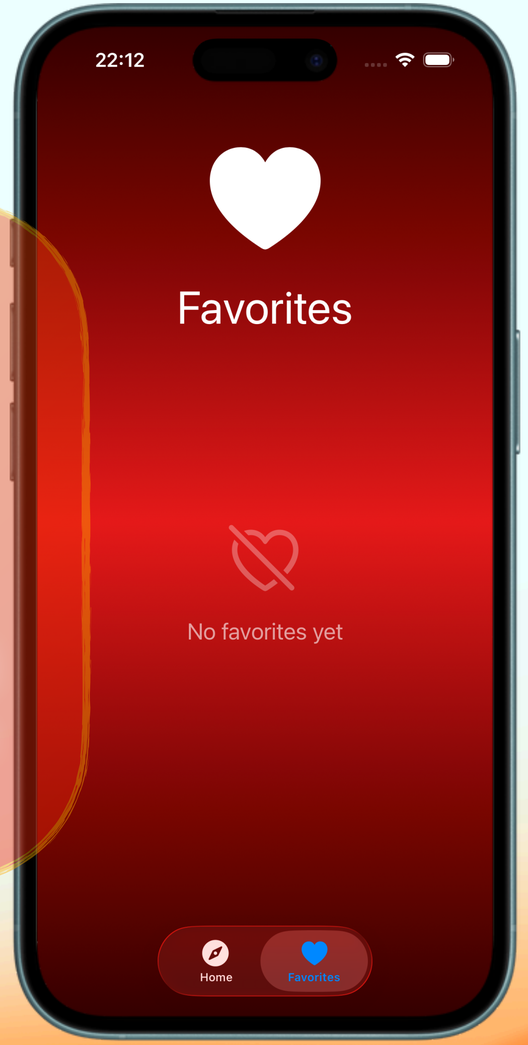
Prompt engineering

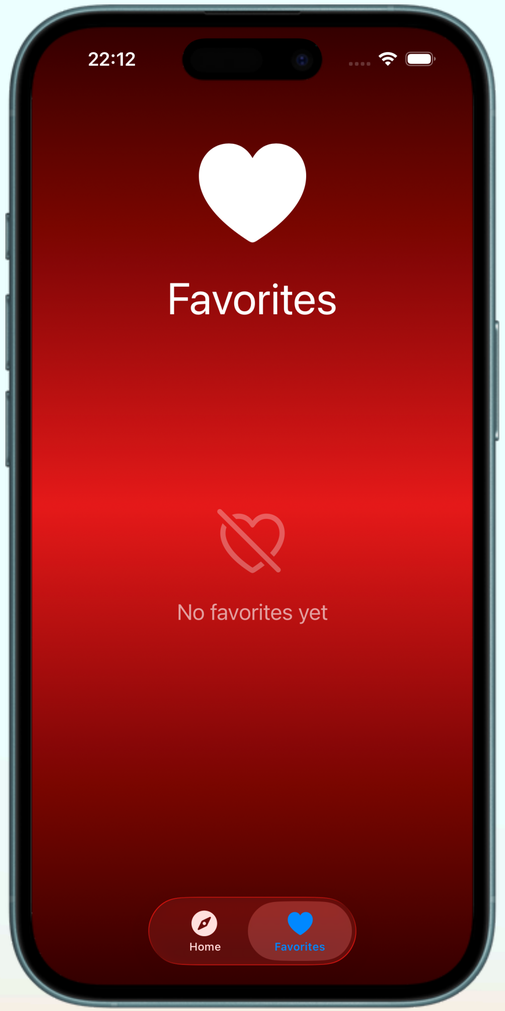
UI and UX Improvements

Haptics

Shaders on QuoteCards

Favorites-based quote generation





Thank you!

GitHub: