

Project Reflection: Creatively, I really liked the concept of my project, and found it to be a concept for an app that I would utilize and find very helpful. This summer I traveled Europe for a couple months, going to a new city every couple of days, and for the most part walking around the city to see the public works of art. Most of the time I ended up getting very lost and some works of art I ended up visiting weren't as cool as I thought because I could not find enough information about them on the web. To have an app where adequate information is provided about the artwork with its location would have been super helpful in those situations. The process of deciding on this one concept, however, proved to be difficult throughout the project because of my tactile ability to create the app. Initially I wanted to make a networking app, that utilized the user's location to connect with other people in their area to their professional profiles such as LinkedIn, but also to more personal profiles such as Tumblr, Instagram, and Facebook, because for some that builds their personal brand. Although I really loved that concept, that idea would require other people to use the app, and access their location which would not be possible to build this project. To work my way around those boundaries I decided to make up people, their information, and their location. Tactically, however, that proved to be difficult for me because I wanted to store user information in a plist containing a array of dictionaries, but I was having a lot of trouble accessing those plists in my code, and displaying them in a table view. After working on that concept for a very long time, I decided to change my project into one that did not need plist, a table view, or generated people. I wanted an app that would be fully functional on its own and usable to all people, not just hypothetically usable (ie. making up users). This is where I decided to make the public artworks project. After being very frustrated on the attempts of my previous attempted project, I found a tutorial online that would let me do the scope of what I wanted to do by using custom annotations. While this tutorial was very easy to follow, didn't want to utilize the table view that was used in the tutorial, so I took that part out. This is where all my problems started. The tutorial used a delegate/protocol method to send information by a segue the "see details" view through the table view. So when I tried to take that part out and create a segue from the button on the annotation view it did not work. To work around this problem, I used a table view from the tutorial but made it display no information. It just acted as a carrier for information from one view to another behind the scenes. And if I were to do things differently, I would try to figure out a way to this without the table view. What I found interesting however, was that the tutorial used bezier path to create custom shapes for the custom annotation views, which I found to be super helpful because Xcode doesn't really have a way to make shapes. The bezier paths are created by adding lines to a path, both straight and curved, between sets of points. Next time, I would do many things differently. First, off I would simplify my project so I could have an easier time completing it, and have to contain only the elements we learned in class. I found that my project idea was too complex that I had to rely on a tutorial to help me which in the long run gave me more trouble than it was worth. I will however say, that following that tutorial and then manipulating it to fit the needs of my project, taught me a lot about Xcode and Swift, and gave more clarity on some of the things I was confused about in iOS development, which I guess is all you could ask for in a project like this.