



# Smart-Market

## PopcornSwirl IOS App

### Technical requirement document

Version 1.0

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## 1- Versions

Author	Date	Description	Version
Eric Stein	03/18/2020	Creation of document	1.0

## 2- Introduction

### 2.1 Document Purpose

The present document makes up the functional requirements document for the Popcorn Swirl application. It provides detailed information on how the system solution will function and the requested behavior.

### 2.2 Client Needs

#### 2.2.1 Context

Smart-market is looking for a way to market various products to movie lovers.

#### 2.2.2 Stakes and Objectives

- Display a list of movies available to watch

## 3-General Description of Solution

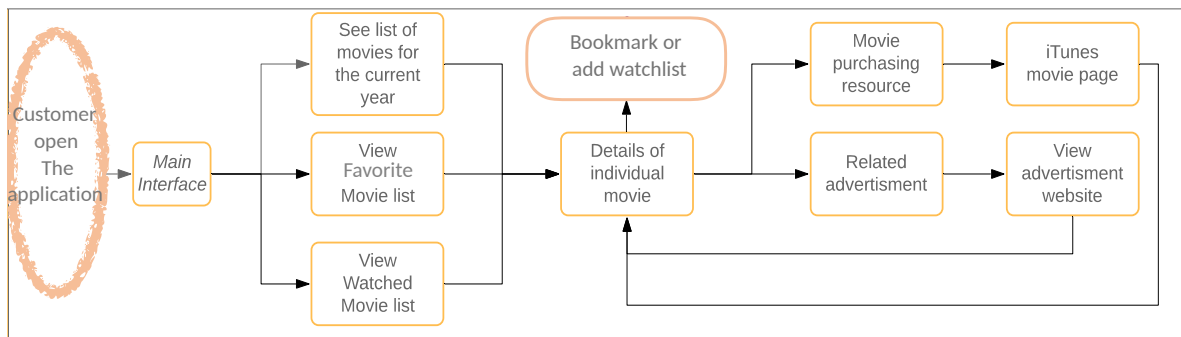
### 3.1 Operating Principles

- User can bookmark a movie to form a personal list
- If anything gets a user's attention, they are redirected to the purchasing resource.
- Mark films as watched and add a note if desired
- View bookmarked list or watched movies lists

### 3.2 General Use Case

- Customer opens app on their phone to view the latest movies list by defaults
- Customer can choose a particular year to view movies that were released in that year
- Customer presses on any movie to see more details
- App shows related advertisements
- If anything gets a Customer's attention, App redirects Customer to the purchasing resource.
- Customer can add movies to own personal favorite list or add to Watched list with an option to attach a note to the watched movie.

## 4- Workflows



Step	Diagram Reference	Requirements
1	Main Interface	First screen shows a list of films from the current year
2	See a list of Movies for the current year	Each movie will show title and type. Customer can pick a particular release year.
3	View Favorite movie list	List of movies that customer bookmarked as favorite
4	View Watched movie list	List of movies that customer bookmarked as Watched.
5	Details of individual movie	Clicking on the movie on any aforementioned screens will bring the customer to a screen showing more details of that movie and watched comments
5.1	Bookmark or add to watch list	Customer can press a button to add movie to Favorite or to Watched list, and will have the option to add a note to movie marked as watched.
5.2	Movie purchasing resource	Customer can press on a button to go to the purchasing resource of the movie
5.3	Advertisement	Customer will see options of advertisers who offer products related to the movie

## 5-Software design

### 5.1- General Principles

Project sources and versions are managed by Git.

The application will be designed in Swift using Xcode version 11 for iOS version 13 for both iPhone and iPad.

### 5.2- Source Structure

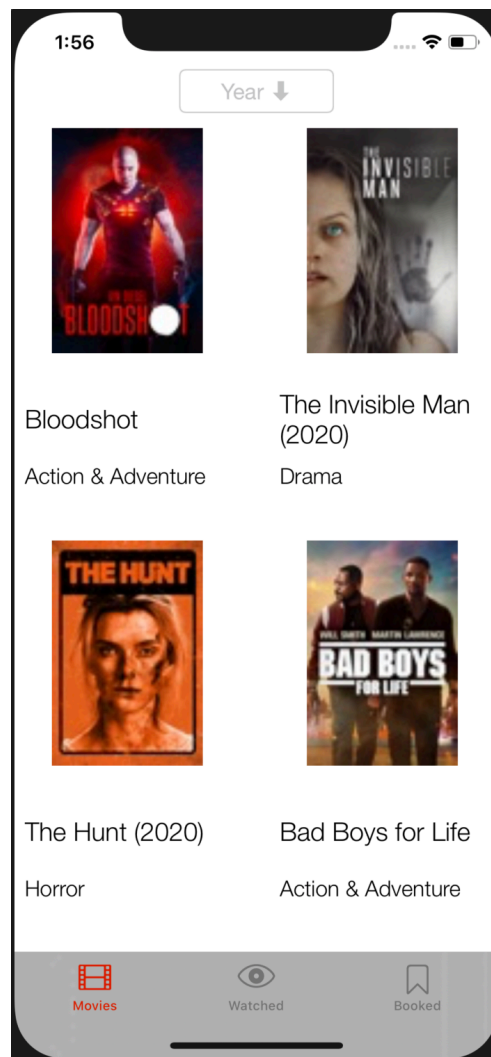
The logic for the structure of the project directories is as follows:

- The source directories are created so as to respect the MVC design pattern to ensure good coding practices and standards.

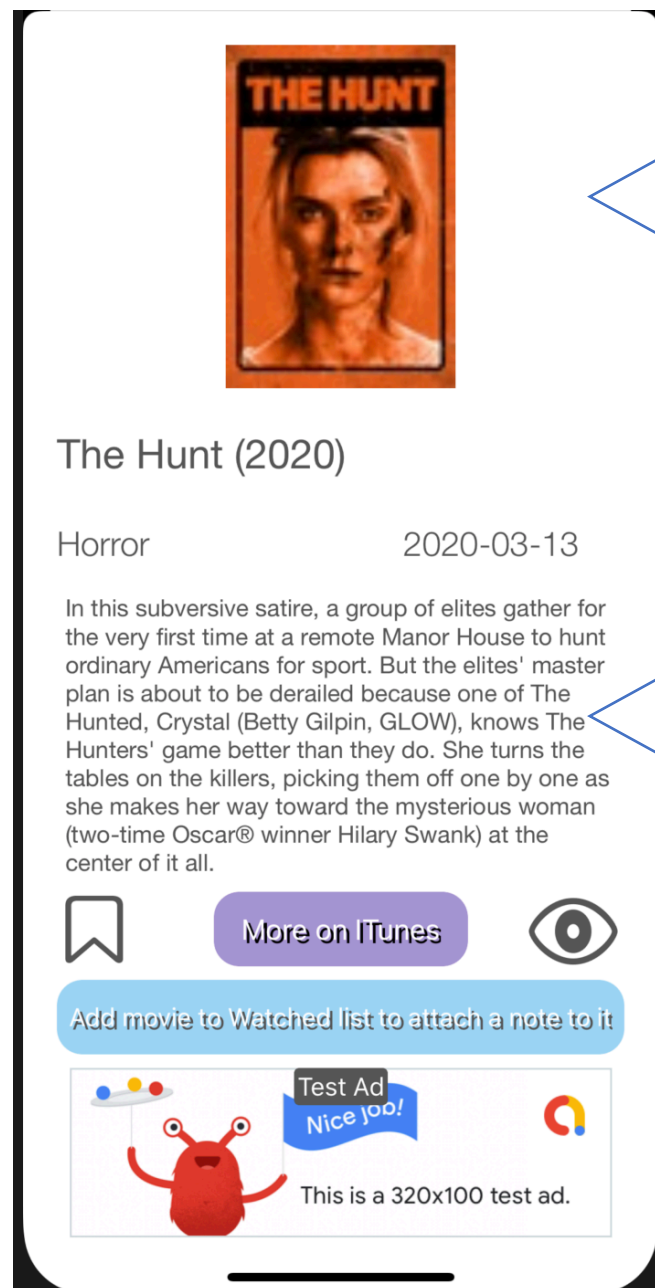


## 6-Application Design

### 6.1-Initial Screen



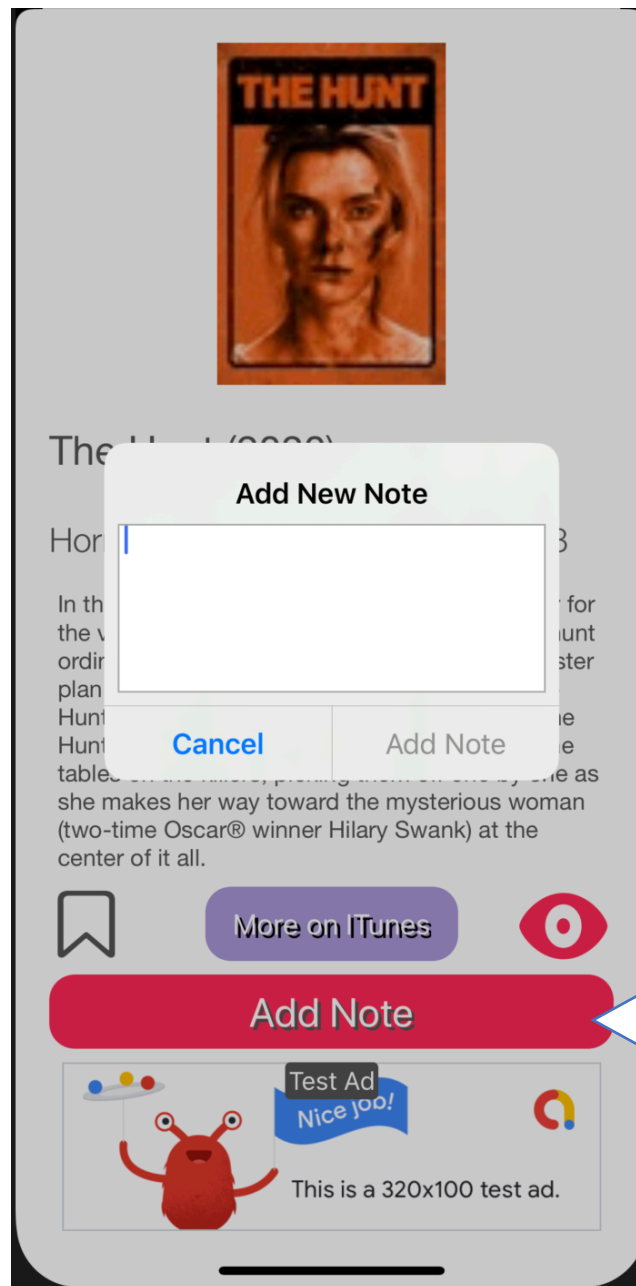
## 6.2-Detail Screen



Picture of movie selected

Description of movie selected

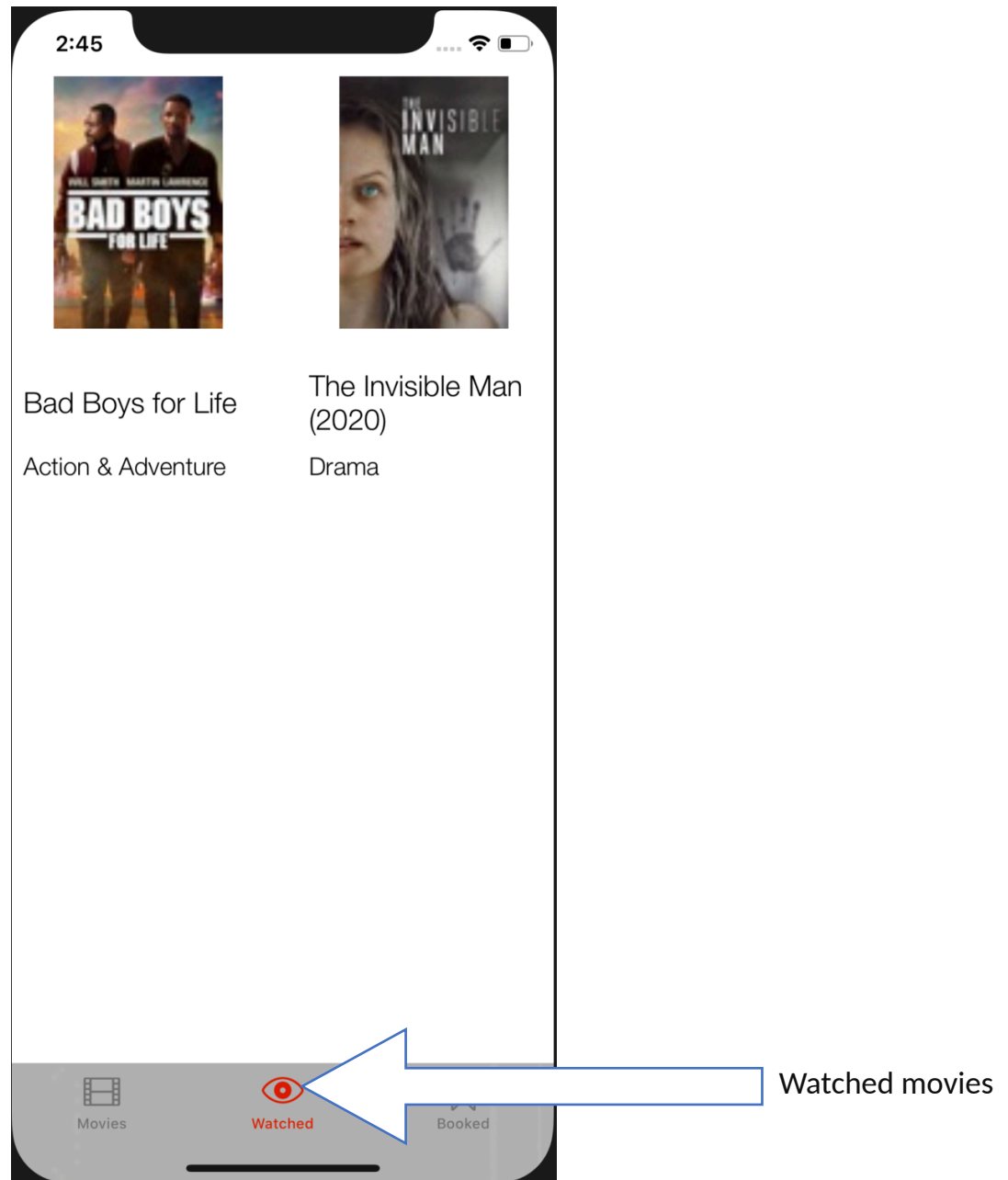
## 6.3-Add Notes



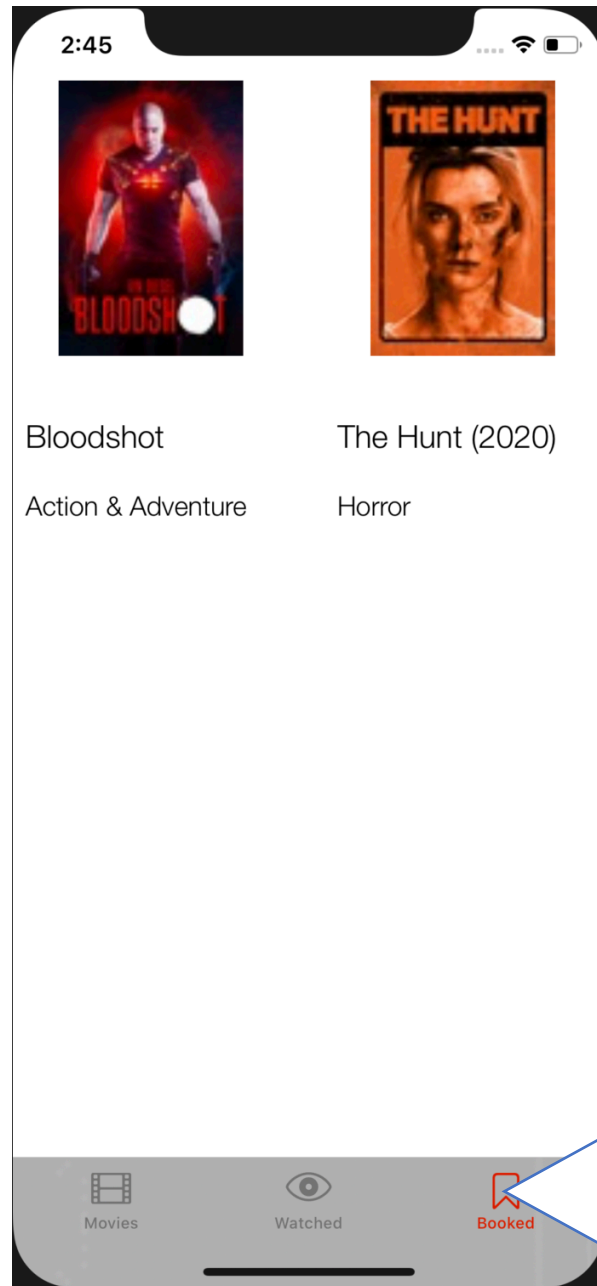
## 6.4-Bookmark the movie



## 6.4-Watched Movies



## 6.4-Booked movies



Booked movies

## 6.5-Action plan and app components

- TabBarController will be used to make 3 screens. The user will have access to it faster.
- CoreData as a storage library for bookmarked, watched movies and added notes.
- iTunes.apple.com will be used as a movies database.

## 7- Glossary

<b>Swift</b>	Is a general-purpose, multi-paradigm, compiled programming language developed by Apple Inc. for iOS, macOS, watchOS, tvOS.
<b>Xcode</b>	Is an integrated development environment for macOS containing a suite of software development tools developed by Apple for developing software for macOS, iOS, watchOS, and tvOS.
<b>MVC</b>	MVC stands for Model, View and Controller. it is an architectural structural design patern that separates application into three components.
<b>TabBarController</b>	Is a powerful UI component for iOS apps. It's a container view, and is used to group view controllers together.
<b>Git</b>	Is a distributed version-control system for tracking changes in source code during software development
<b>CoreData</b>	Is an object graph and persistence framework provided by Apple in the macOS to persist data in the device.