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Pritchard & Skrdlant

Software Design

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<div align="center">Final Reflection</div>

With the year coming to a close, Mr. Skrdlant and Morgan gave us basic instructions to create an app that helps people who play card games find suitable opponents. I started out in the design phase of this project, creating a basic design for the application using Figma. This phase took a bit longer than I had previously anticipated, as I was designing extra components for the app that I thought would add more functionality to the app. After the design phase, I briefly started working on the app's main "gamePage" which displayed all of the available games. I noticed that the app didn't flow very well with going straight to the game page, so I added a main menu view that allows you to go into the game view when a button is clicked.

After formatting each of the pages to make them look the way the design was organized, I thought of an interesting way to display the user information whenever they want to invite players for a game. I created a component called the "userBar" which is a blank template that displays the users information, like address, name, age, and the game that they are playing. The UserBar component was going to be put into a list on the gamePage which was going to be encased into a scrollview, leaving the footer and header bars left alone. I wish that I was able to design the UserBar better to make it look more professional and appealing to the eye.

Connecting the API has taken up most of my time during this project. I have been scouring through old projects and online references to attempt to find a suitable way to connect

the back-end to the iOS but it has been a struggle. There is definitely some room for

improvement on my end with the back-end aspect of this project.