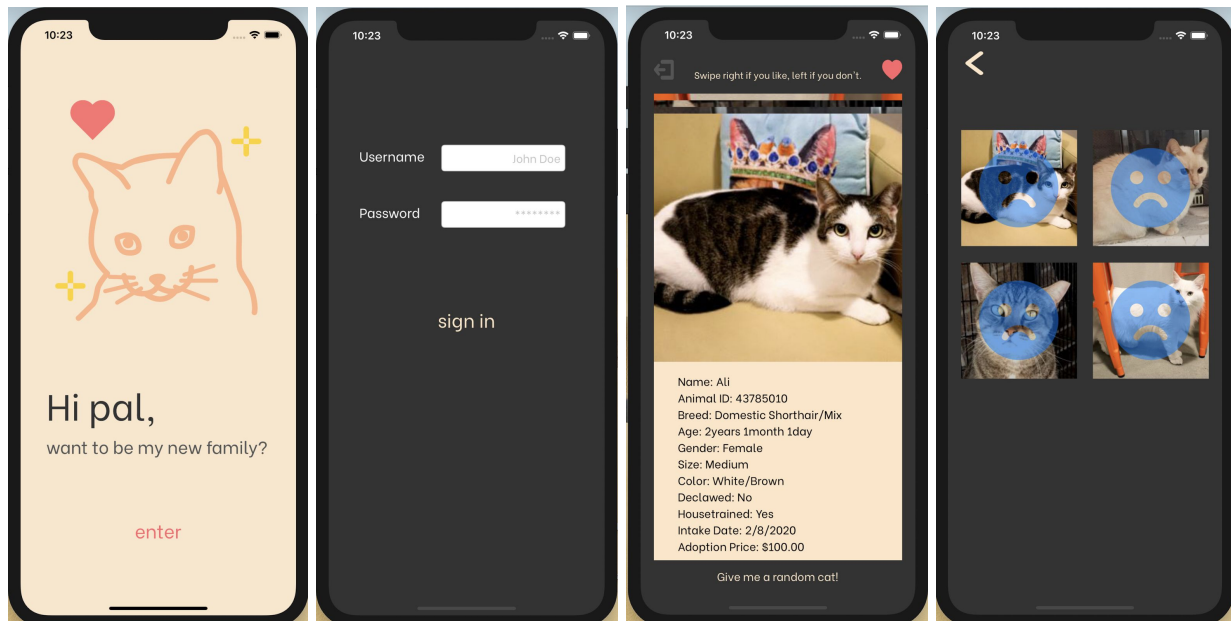Midterm Project Report
CIM 613
Jinqi Li

1) App description: a brief description about the application
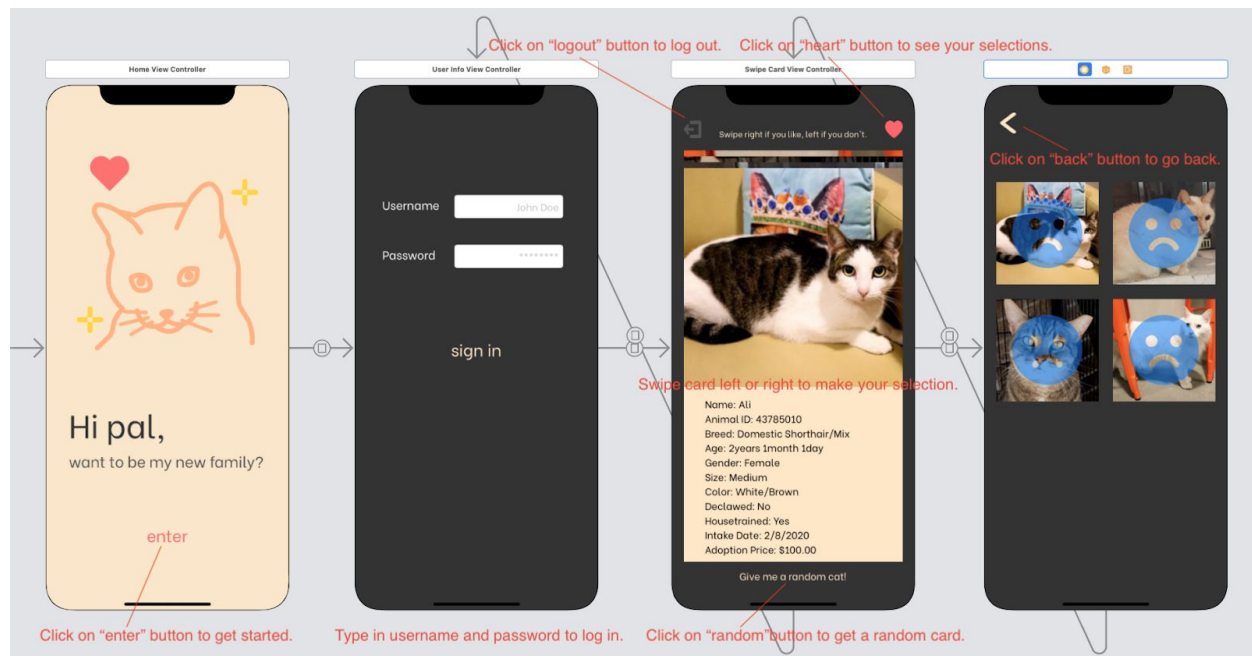It is a card-swiping application for users to pick the cats that they want to adopt from SPCA Florida.

2) Human interface guidelines: a brief description about how the design follows the iOS Human Interface Guidelines
-   Buttons are highlighted for navigation and deference;
-   Everything on the screen is sized well for iPhone 11;
-   Instruction for usage is obvious on the screen;
-   Transitions among several screens are functional;
-   Implementation of the same font family and similar icons make it consistent.

3) Screen shots: a screen shot for each view of the app

4) Logic flow/storyboard: describe the logic path that the user is expected to follow

5) Features: describe which features that you implement to expand the scope of your app from the apps you've learned in the class
   - UI button
   - Dynamic text field
   - Stack view
   - Custom design
   - Auto layout

6) Implementation issues: any difficulties that you encounter in the implementation and your solutions to the problem.
   - Layout
       - Hard to use stack view
       - Solution: create stack view and make constraints of it first, then create elements under it
   - Pan gesture recognizer
       - Cannot use one pan gesture recognizer for all the views
       - Solution: add recognizers for each view

- Data storage
    - Hard to fetch data from an array of data
    - Solution: create cards manually at this point to avoid waste of time