



COSC2659 - iOS Development
Assignment 1
Application Documentation

App Name: My Favorite Football Players

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1. INTRODUCTION

“MY FAVORITE FOOTBALL PLAYERS” or “MFFP” is the application that I have had a plan to develop when I can have enough knowledges and skills in IOS development. Football is my favorite sports since I was a little kid. I love the feeling when you can score a beautiful goal to the opponent’s nets. Moreover, the special thing that leads me to football is “The Greatest of All the Time”, Cristiano Ronaldo. I’ve a big fan of him and a club named Manchester United since 2008.

Since being of fan of many football players, we sometimes need a note or a storage to store some skillful movement video, goals video, images or some information about those players. In this digital age, developing a mobile application for those purposes is a good choice. That is a reason why I choose to design and develop this app

2. APPLICATION OVERVIEW

“MFFP” is a place to store My favorite football players’ information. That information could be background information, statistic of goals and assists, photos, videos or the transfer history.

For usage, users just add information of the favorite players to the list, and they can view the detail information but clicking to each player on the list.

3. FEATURES & SCREENSHOTS

Main features:

- Fetch initialized data and display the favorite players in the list.
- Show details of each player in the list
- Loading screen

Other features:

- Image slider for photos of each player
- Bottom tab bars

a. Player’s List

For this feature, I must fetch the data from JSON file and decode it and put it to the array. For each object in the array, I will make a PlayerCellView then put each one to the PlayerListView.

b. Player’s Details

To show the detail information of each player from the list, NavigationView and NavigationLink is a good option to transfer the view. In the player’s detail, ScrollView will be the main container to

store all the player's information including the background, photos, and statistics. User can go to the social media of each player by clicking the icon in the header of the page.

c. Image slider

This feature will be the application of GeometryReader with TabView. Each player's photo will be one tab in the TabView. To make it more creative, I add the auto sliding function by applying the animation to the TabView

d. Bottom Navigation Bar

I build a model for each element in the tab bar, then I use button as the container. Button's label will be the icon and caption of the tab elements, function of the button will be changing the selected tab. The selected tab will lead us to the corresponding view

4. DEMONSTRATION

Flow of the application:

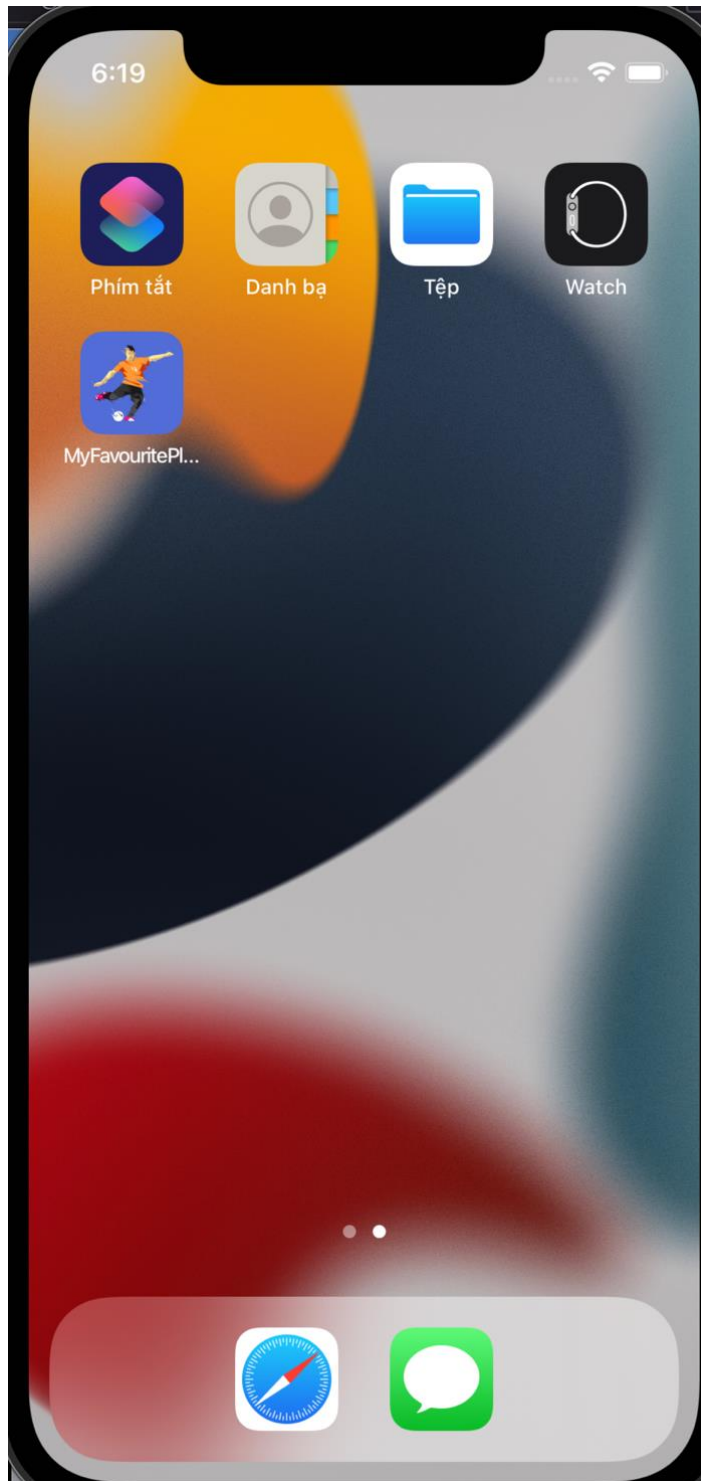
Loading Screen -> List of Player <-> Player Details

From List of Player, we can go to Add New View and Setting View by clicking on the bottom nav bar

App icon



App on my Iphone 12



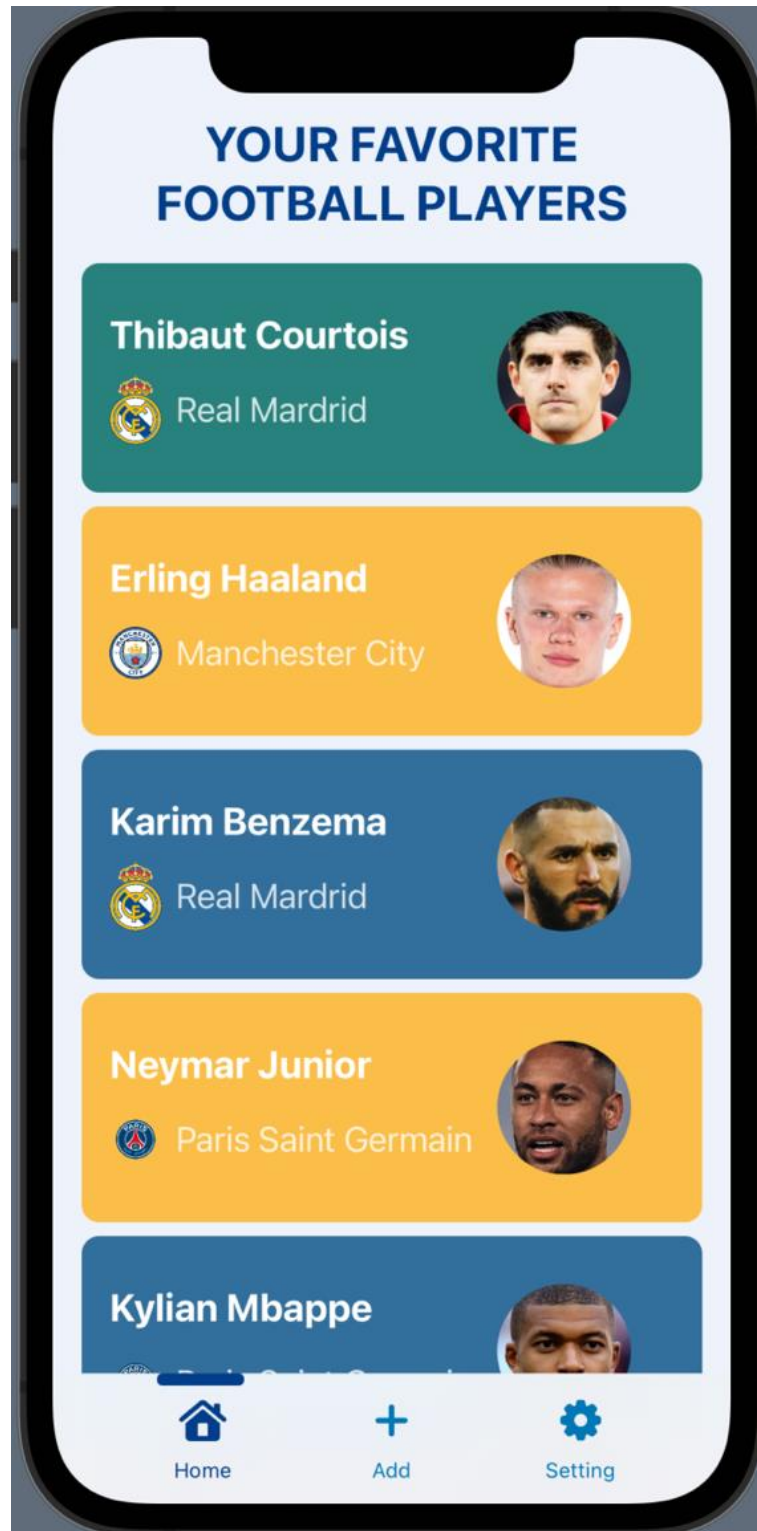
Loading Screen

6:32

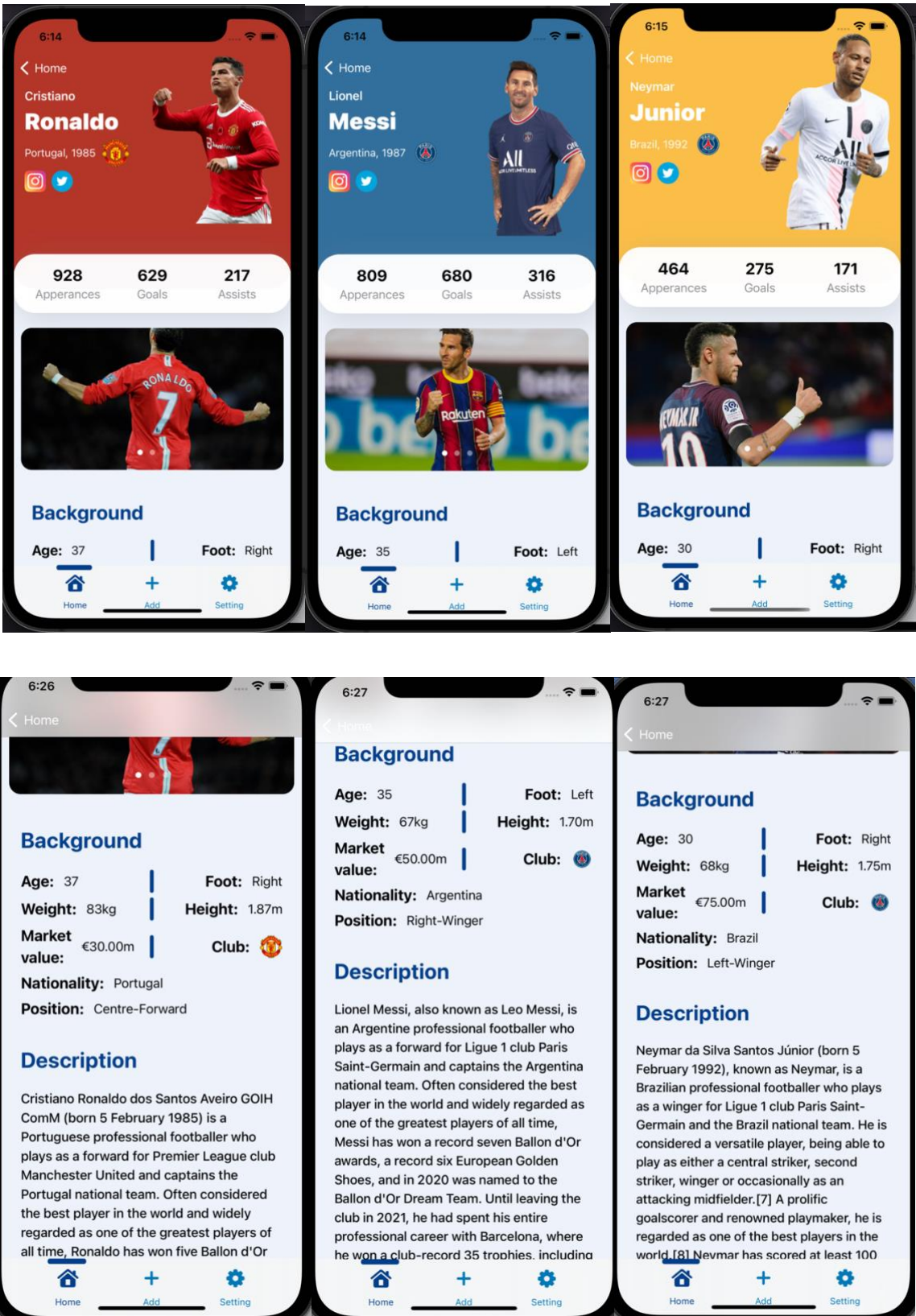


**Favorite Football
Players**

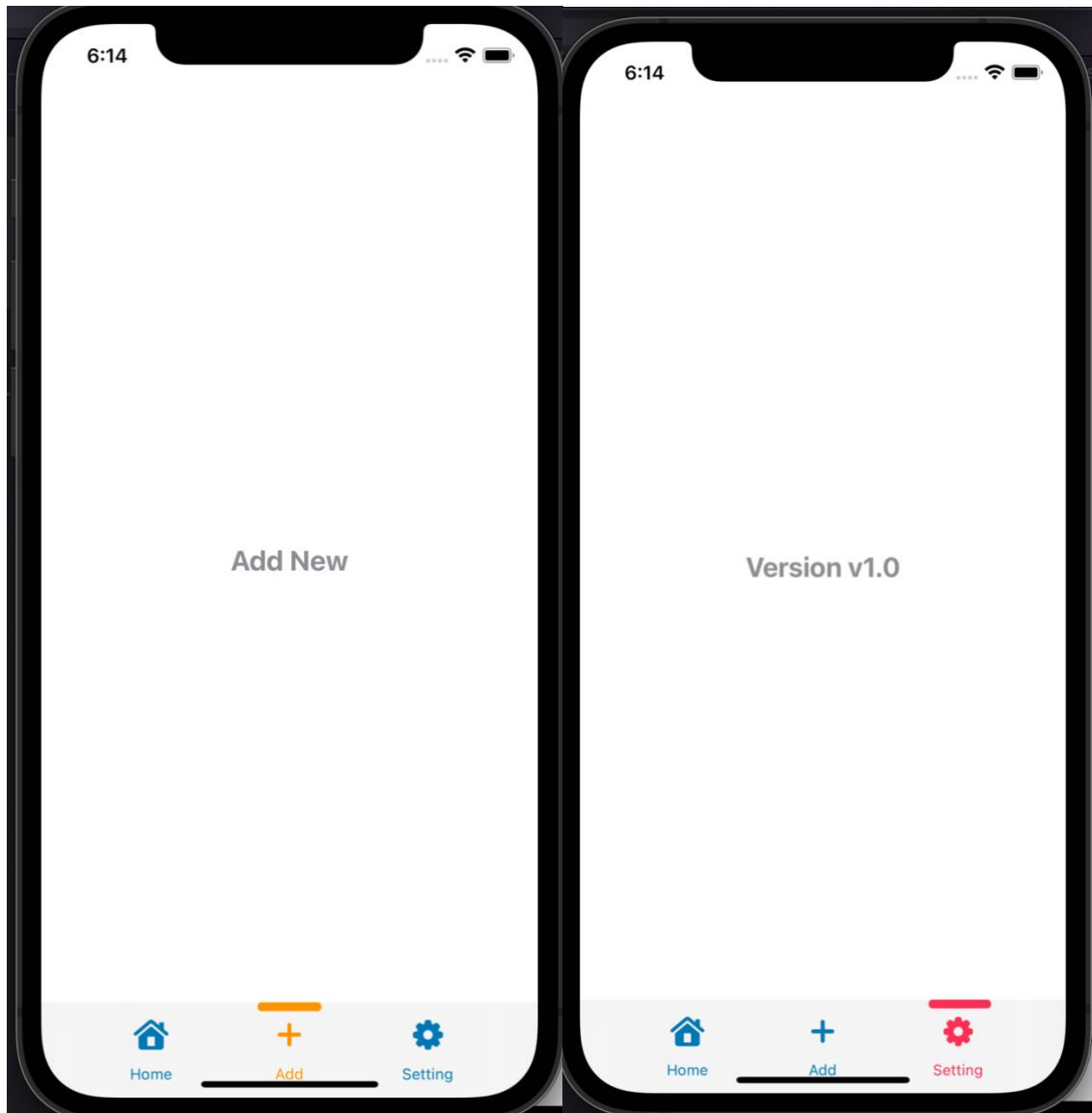
Home view: List of Favorite Players



Player Detail View



On-developing View: Add New and Settings



Application Demo

[App Demo.gif](#)

(I will add the gif will to the zip just in case the link not work)

5. FUTURE DEVELOPMENT

As mentioned above, there are still some features that are still on developing. Firstly, I will develop the Add New Player feature and the Settings feature for the app. Secondly, I will add more information for each player such as the transfer history, most iconic movements, goals and assists. Last but not least, I will create the sign-in, sign-out features, design and implement the real storages for the app (not just read from JSON file).