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MAD_Project 1_Plan

I want to do my app on image filters changing. There is going to be a main original image showing at the top. Then there would be four different labels showing below of different filters such as: black & white, HDR, vintage, and lomo. When user clicks on any one of the labels, the image should then change to that selected filter effect. I also want to add a switch button to my app that is corresponding with another label probably placed above the button that would indicates "like/unlike" of the effect that the user is currently seeing. Switch is on for like the current filter, off for unlike the current filter.

To start this by creating a new project in Xcode, selecting language: Swift and type: iPhone. First of all, I am going to add all the images I need for this app, by doing this I'm going to add new image set from the bottom left. Add my main original image, and then add each of the filtered images I am going to use, by creating a new image set for each of them. Then, I am going to start working on the main.storyboard. Search "image" and drag it to the main.storyboard, on the right side select my main image to display on the storyboard. Next, search "label", add four labels underneath my image. I am going to name my labels as: Black & White, HDR, Vintage and Lomo. Next, I want to add a button to my app. Search "button" and drag it to storyboard. Also I want to add another label saying "Like/Unlike" above the button switch, where the button is corresponding with Like or Unlike, if the switch is on, it is Like, if the switch is off, it would be Unlike. Once I have the layout in the main.storyboard I will then go to viewcontroller.swift. Open up both main.storyboard and viewcontroller.swift, click on labels hold control key and drag under class to make connections. Then, make the image changing every time when click on different effect. Alsco, make a connection with button, and make the button to work.

B&W   HDR   Vintage   Lomo

Like/Dislike